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MARCH
No. 49
1999

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MARCH 1999

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not
taking
from others,
you are
accepting
your
own
limitations.

By
not
giving
to others,
you
shall be
lonely
at the
top.

By
creating
new places
to roam,
and
sharing them
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near and far,
you
promote
appreciation
for a higher
level.

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◆
If you
choose
not to give
to your
friends,
you may
have to
give up your
friends.

◆
If you
choose not to
take from
your friends
you will
remain the
amateur little
novice
your friends
always said
you were.

◆
If you
choose
now to accept
the charities
that others have
created,
you will learn
nothing,
remain stagnant
and die
an early,
painful
death.

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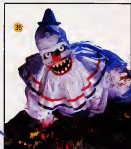


MARCH 1999

ON THE COVER:

Action hero Gabriel Logan rocks the PlayStation world. Syphon Filter, 509 Studios and the Syphon Filter logo are trademarks of Sony Computer Entertainment Inc. ©1999 Sony Computer Entertainment Inc.

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QUOTE OF THE MONTH:

A spinning coffee cup? I'm getting dizzy!

—Bassoon, Irritating Stick

IF YOU CAN'T BEAT 'EM
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For years, *Tips & Tricks* Editor in Chief **Chris Biensak** has had a recurring dream in which he has the ability to levitate his entire body from a standing position. Strangely, he can only rise a few feet off the ground, and only for short periods of time, and only if he concentrates really, really hard.

Current Favorite Games: Bust-A-Groove, Irritating Stick, Blitz 99, Tetris Plus



Executive Editor **Jim Loftus** laughs louder than any other human being in recorded history. He's a generous tipper in restaurants, but occasionally gets thrown out of Toys R Us because he likes to climb up and rip open the factory-fresh cases of action figures that are stored above the display shelves and racks.

Current Favorite Games: Sonic Adventure, Godzilla Generations, The House of the Dead 2, Syphon Filter



Senior Editor **Tyrone Rodriguez** suffers from mild claustrophobia, but he's found a way to fight its effects when he travels between floors in the *Tips & Tricks* offices. Visitors to the building are often unnerved to find Tyrone standing in the corner of the elevator, chanting "Austin Powers...Austin Powers...Austin Powers..."

Current Favorite Games: The House of the Dead 2, Sonic Adventure, Kicker, Bible Adventures



Associate Editor **Anatole Brown** doesn't believe that those magnetic bracelets can have any effect on a person's health, but he's sure that they would have some kind of effect on a person's ATM card if they got too close to each other. That "Bigfoot" footage from the 70s, on the other hand...now that's a different story.

Current Favorite Games: Ehrgeiz, Ridge Racer Type 4, Tetris DX, Street Fighter Zero 3



As a pre-teen, Associate Editor **Jason Wilson** used to pack all of his 100+ Nintendo Entertainment System games in a giant black garbage bag and get on the bus to go to his friend Joa's house. There, he and Joe would organize their collections into giant piles of Game Paks before sitting back to admire them.

Current Favorite Games: Street Fighter Zero 3, Ehrgeiz, Baatman 3rd Mix, Military Madness



Art Director **Ione Flores** listens to Radio Disney, but hates the fact that it's broadcast on the AM band in Los Angeles. She can't believe that AM radio still sounds just as fuzzy and distorted as it did when she was a little kid. "It's almost the year 2000," Ione reasons. "Somebody oughta fix that already."

Current Favorite Games: Bust-A-Groove, Crash Bandicoot: Warped, Hot Shots Golf, Sonic Adventure



Contributor **Ara Shirinian** has written book-length theological dissertations on "Camera Positioning in Polygonal Video Game Design," but can't explain why Meowth of Team Rocket is the only Pokemon who can speak English. Ara's favorite cable TV cooking show is Two Fat Ladies on the Food Network.

Current Favorite Games: CastlaVania, Ridge Racer Type 4, Sonic Adventure, Galactic Pinball



Pat Reynolds' mother tells him every day not to move so fast across the room. She's worried he'll break something, but he's at the age when he'll do what he wants to. If Pat takes his glasses off, he can hold a View-Master reel up to his face and actually see the images in three dimensions...but he has to cross his eyes to read the captions.

Current Favorite Games: Mega Man Soccer, Armored Core: Masters of Arena, Dungeons & Dragons: Toward of Doom



Mew is the rarest of all Pokemon; it's possible that the creature cannot be encountered during normal gameplay in either the red or blue versions of the Pokemon game. Japanese trainers who brought their Game Boys to Nintendo's Space World expo in 1997 were allowed to get one Mew apiece by trading with Nintendo employees. Here in the U.S., 151 lucky trainers will have the ability to win Mew through a special contest sponsored by Nintendo Power magazine.

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We can't respond to individual letters, but we encourage you to write anyway because you never know.

POLLY WANT A DREAMCAST

The other day I noticed that three characters from Pokémon have the symbol of the new Sega Dreamcast logo on them. The characters are: Poliwhirl, Poliwhirl and Poliwhirl. Should Nintendo's lawyers be worried about this?

—Kris Wiebe
Abbotsford, BC Canada



That's a pretty funny observation, Kris! It seems like that funny little swirl thing is showing up everywhere these days.

1ST PLACE STATION

I have a question I would like to ask. What was the first game made for the PlayStation?

—Rick Craft
Bois Blank Island, MI

Good question, Rick, but it's a tough one to answer. Namco's Ridge Racer was definitely one of the first PlayStation games to be finished or "made." Legend has it that the game was completed even before the PlayStation's memory and CD-ROM read/write specifications were finalized...which would explain why the entire game loads completely into memory when you turn the machine on, allowing you to remove the CD from



the drive and still play every stage. However, if you'd like to know the name of the first game to be published for the PlayStation in North America, the answer might surprise you: It was Total Eclipse Turbo from Crystal Dynamics, which was shipped a few days BEFORE the PlayStation hardware arrived in stores. We had a final, shrink-wrapped production copy of this game in the T&T offices in August of 1995, and the PlayStation wasn't released until September!

SHORT-TEMPERED

I own Pokémon for Game Boy and so do a few of my friends. I got the game when it first came out here in the U.S., and I, for one, love the game; it's so fun. But, you know, it really ticks me off when people who don't even have the game and have only seen the TV show a few times think they know everything about the game. For instance, I got into a big argument with some kids at school because they were saying things like "Pikachu is the best Pokémon there is," or "Nobody can beat Bulbasaur." And I said that Pikachu isn't the best Pokémon and that Bulbasaur CAN be beat. I asked them if they knew who Mewtwo, Spearow, Dratini, Dragonite or Abra were, and they didn't know. And you wanna know why they didn't know? It's because they're IGNORANT STUPID KNOW-NOTHINGS. Don't you agree with me?

Thank you for your time. You guys are the best.

—Chuck Hathcoat
Catoosa, OK

Easy there, Chuck! Just because you're an awesome Pokémon trainer and those kids at school are not...well, that doesn't mean they're "stupid!" We think the folks at Game Freak—the creators of Pokémon—would be pretty sad if they found out that you guys were arguing about the game instead of sharing information and respecting each other's opinions. Those "know-

nothings" wouldn't be so "ignorant" if you took the time to tell them all about Mewtwo and Spearow, etc., now would they? Just keep your cool and they will know you're the man.

On the other hand, if you catch any of those punks saying anything bad about Jessie from Team Rocket, you let us know and we'll kick their ignorant, stupid, know-nothing butts all the way to Pizza Hut.

THE GREATEST GAME EVER?

I love T&T Magazine! I always find the codes very helpful and fun! A few years ago I checked out a game for the Genesis called General Chaos. It's the greatest game ever! I rented it about three or four times before they took it off the shelf. I searched everywhere to find a copy but I was unsuccessful. Then one day I went to the mall and was looking in a video game store when I saw it. They were selling it for five bucks! It was "pre-owned," but who cares? Of course I bought it. I brought it home and immediately started playing it. My friends and I have a blast playing it. I was wondering if you had any codes for it, ANY CODES. My friends and I would really appreciate it. Thanks!

—Mark Nieto
Long Beach, CA

For those who never heard of it: General Chaos was developed for the

TOKEN OF THE MONTH



This month's token comes from the Fun Fair Arcade in Guam; it was sent in by Tyrone Morgan, a U.S. Navy sailor stationed just outside of Tokyo on the U.S.S. Chancellorsville. Thanks, "Big Mo!"

Arche Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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Genesis by Game Refuge, Inc., the same folks who created Rampage World Tour. Aside from the great gameplay, you can always tell a Game Refuge game because of the artwork by Brian Colin. Take a look at Xenophobe, Arch Rivals, Pigskin 621 A.D. and General Chaos and you'll know right away that the characters were all designed by the same guy. There are hundreds of thousands of artists who are proficient with ink and paper—and Colin is certainly one of those, too—but he really made his mark by working in the thankless medium of television pixels to create memorable, identifiable characters out of very limited color palettes and relatively low resolution. We've heard that another Rampage sequel is in development...be sure to check it out!

Whoops! We almost forgot: Here are the tips you asked for.

Genesis Tips

GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while the game is paused, you can access the following features:

- **Maximum Medics**—Press and hold A and C on Controller 1 and B and Down on Controller 2.
- **Battle Advance**—Press and hold A, C and Up on Controller 1 and B on Controller 2.
- **Full-Scale War Advance**—Press and hold A, C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g., for max medics, press A + C on Controller 2 and B + Down on Controller 1.



TOO MUCH TOO YOUNG

"Sup, guys? I was just reading about the Resident Evil novels in your November issue when I came across this sentence: 'If you have not played the original Resident Evil—who hasn't?' I was furious! I want to play Resident Evil 1 and 2 but my parents say I shouldn't because of the gore. I hear

everybody at school talking about it and I just stand there saying nothing! Do you think I should just play it or should I wait until I'm the proper age? I'm 12 and I'm in the 7th grade. Please publish this letter and answer it thoroughly because you are the first people I turn to. Thanks for your time.

—Jayson Zorb
Pomona, CA

Sorry, Jayson; that's gotta be pretty frustrating, man. But you've got to look at the big picture. The video-game industry leaders put ratings on their games in order to keep government legislators from completely censoring the games' content. If your folks didn't care enough to pay attention to the ratings and enforce them, those senators would say, "Look at that 12-year-old playing Resident Evil! Obviously, the rating system does not work!" And they would pull the plug on all kinds of cool games that just happen to have some violence in them; there would never be a Resident Evil 3! So, in a way, your parents are protecting your future as a video-game player. If you play by the rules now, you're helping to ensure that those games will still be around when you're 17.

SUPER BOY

I was at a grocery store about a couple of months ago looking for a good gaming magazine and the great artwork of your July issue caught my eye. I flipped through the pages and liked what I saw, and I immediately bought it. Soon after, I subscribed. Your magazine is the best. Anyway, I wanted to know if you could put the new Game Boy games like Pokémon, Superman, WWF Warzone and the new Color Game Boy games into the Super Game Boy. Please answer, thanks.

—David Sarabia
Venice, CA

Thanks for the compliments, David. Yes, you can play just about any Game Boy or Game Boy Color game on the Super NES with the Super Game Boy adapter. The Super Game Boy won't recognize the color information in games that play in color on the Game Boy Color, but you can still play them in black-and-white.

It is possible, however, that future Game Boy Color games will not work on the original Game Boy or Super Game Boy at all. Midway had announced that the Game Boy Color version of San Francisco Rush would not

work on the older systems, but the game has been dropped from the company's release schedule and we're not sure if it will ever appear. For now, the only problem with Game Boy compatibility involves the new Game Boy Color-optimized The Legend of Zelda: Link's Awakening DX. This cart is slightly different from the original 1993 release of the game; most notably, a new dungeon has been added for players to explore. But you can't access the new dungeon unless you play the game on the Game Boy Color system. What's up with that?

ENTER THE DRAGON

I have been reading your magazine for some time now, and I have a question for you: Are the Dragon Ball games already released in the U.S.? Thank you for taking time to read my letter and keep on keeping on.

—Austin Jones
Baltimore, MD



Dragon Ball Z Super Butoden 3 for the Super Famicom (a.k.a. SNES).

That's a darn good question, Austin. As far as we know, American video-game players have only been treated to one console game based on the very popular Dragon Ball anime series: Dragon Ball GT Final Bout for the PlayStation. In Japan, Dragon Ball fans have about two dozen games to choose from, including Dragon Ball fighting, adventure and role-playing games for the Famicom (NES), Super Famicom (Super NES), Mega Drive (Genesis), Game Boy, Saturn and PlayStation. Based on the number of Dragon Ball illustrations we receive for consideration in our Reader Art Gallery each month, Bandai (the publisher of all those Dragon Ball games) should definitely consider bringing a few more of them to this side of the globe.

GENESIS DOES

Your mag rules! Everyone I know tries to get it from me whenever my

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new issues come. But I want to know what happened to your Sega Genesis Tips section. I know it's old, but a lot of us don't have enough pocket cash to go buy an N64 or Playstation. I have not seen it since the September '97 issue. Could you please put a Genesis Tips section in a future issue? Please show Earthworm Jim 2 and all the Sonic games. THANKS!

—Andy Siok
South Windsor, CT

It's tough to keep a regular Genesis Tips section going when there haven't been any new games released for the system in such a long time. (Yeah, we know about Frogger, but we couldn't find any codes for it.) But since you asked so nicely, we stuck in a few pages of classic codes for the Genesis and Super NES in this very issue. To the readers who feel like complaining because you may have seen these codes before...hey, don't blame us; it's all Andy Siok's fault.

REASON TO LIVE

Wuz up, Tips & Tricks? I just want to tell you guys that your magazine rocks! I have not seen any other magazine like it. I have seen video game books like GamePro and EGM, and I always have one question: when are they going to show us some codes? I'm not saying they don't have any codes, but they just don't have enough for me to buy the magazine. When I look in a video game book I want to see what new codes are out. I wouldn't

know what other magazine I would be able to rely on for the best cheats and strategies other than Tips & Tricks. Every time I get another issue it gets better and better. I want to thank you for giving me something to look forward to at the end of each and every month. You guys keep up the good work.

—Michael R. Powell
Odenton, MD

P.S. Please print my letter to show that your magazine rocks!

Thanks, Michael! What can we say? Codes are our business...and business is good.

ASKIN' AWAY

I have a few questions/rumors that I need your help in clearing up.

1. I heard from more than one person that Nintendo is pulling *The Legend of Zelda: Ocarina of Time* off the shelves to make it a limited-edition game. What's the scoop? If it's true, wouldn't they be losing money? I mean, this game could be a million-seller in three, maybe four months.

2. Much like *Final Fantasy VII*, *Zelda* has a great storyline and would make a terrific movie. Have you guys heard anything about that?

3. How much longer do all die-hard Resident Evil fans have to wait before the movie is ready to hit the big screens?

4. This is the last one. A few months ago the people at Nintendo HQ said that the 64DD was near completion, right? What happened to it? I don't even see any updates in your magazine, or at the most very little.

Thanks a lot, you guys are just too sweeteeee!

—Greg Roshetko
Cleveland, OH

P.S. Keep up the good work, you're #1!



Remember the Legend of Zelda cartoon? We didn't think so.

be made, we hope it will be better than those Zelda cartoons on the Super Mario Bros. Super Show from 1989...the ones where Link is always whining, "Excuuuuuse me!" every time Zelda refuses to kiss him.

3. If it's true that "no news is good news," then the Resident Evil movie must be doing great, because we haven't heard a word about it for months. We'll update you as soon as we hear something concrete.

4. Nintendo has put the 64DD add-on on the back burner for a while; a Japanese release date has not been announced, and it's very likely that the peripheral will never be released in North America.

MONEY TALKS

Hey, first I want to tell you that you have a great magazine! I have a juicy code for ya if you ever decide to print Genesis codes again. The code is for Theme Park to get BUNCHES of money! Go to the Enter Password Menu, put "DST" for the name and "SAKQCSABD54" for the password.

—Dannny Richardson
North Bend, OR

P.S. If you print this letter, do not tell my brother; he will kill me if he finds out I sent in our "secret code."

What is it with you people and the Genesis? This month's mailbag had more letters talking about the Genesis than about Sega's new Dreamcast system! That \$30 "Genesis 3" console must be pretty popular!

I WANNA BE ZELDA

I wrote to Nintendo of America about making an N64 sequel to *The Legend of Zelda: Ocarina of Time*. My idea was to control Princess Zelda at some points in the game. I wanted to know you guys—and Ione's—opinions

T&T Sticker Gallery

Send us your Game Boy Printer, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 6666 Wilshire Blvd., Suite 906, Beverly Hills, CA 90212 and we'll try to print 'em right here!



about the idea. I think it's good because the only Nintendo game I can think of in which you control a female is *Metroid*. Oh yeah, I forgot *Perfect Dark's* Joanna Dark. They should make more games with female main characters, but not Lara Croft clones with big boobs. A good game doesn't need sex and violence to make it. Look at Banjo-Kazooie and *Zelda*.

Will you print my letter please?

—Jesse "Link" Korkki
Flagstaff, AZ

Hear, hear! We'd love to see a *Zelda* game in which you actually get to control *Zelda* herself.

ART CRITIC

I wrote you a letter in August of '98 and enclosed three drawings. I have NOT seen any of them in any of your issues since then. I have observed past issues and MY drawings are 80 times better than some of the very poor drawings in the magazine. I think that you publish some of those just because they say "Tis & Tacks" on them. So I am remailing two of my drawings with "Tis & Tacks" written on them. Other than that, I love your magazine.

—Tyrone Strickling
Arlington Heights, IL

You might think this is crazy—and we may be the only magazine in the world to do this—but we don't choose the pictures in the *Tis & Tacks* Reader Art Gallery based on how good they are. Believe it or not, we select them totally at random, just so everybody can have a chance at getting their name and their artwork into the magazine. We figured that it would be more fair to do it this way, and the result is a REALLY wide variety of art styles and subjects, which is more fun for everybody. We hope you'll agree.



Illustration by Tyrone Strickling.
So there.

LOSS OF CONTROL

Hey. Me again. Okay, here's the thing. One of my best friends has *Mortal Kombat 4* for his Nintendo 64. I go down to his house pretty often, like every day. Anyway, I learned all these combos and other crap on an N64 controller. So, a few days later I went to an arcade to play *MK4*. I was terrible. I was so used to the N64 controller and it was the first time I had played it in an arcade. In case you don't already know my idea, I'll spell it out for you: I think that all games in arcades that are available for home systems should have the home system controllers on the machines as an option. Or they should have the ports so people can bring their own controllers and play. I figured, hey, they make arcade sticks for home systems, so why not do the same thing vice-versa? What do you think about my idea? Please print my letter, I want to get some feedback. Thanks!

—Jon Culver
Louisville, KY

That's a pretty cool idea, Jon! As a side note for trivia geeks, most NeoGeo arcade cabinets do have controller ports that allow you to use the home system's controllers to play the game. Unfortunately, the sockets are mounted on the main motherboard, which is locked up deep inside the cabinet where nobody but the machine's owner can access it.

The thing you have to remember—and this is the reason your idea would never work—is that arcade games have to be super tough in order to withstand the daily abuse they receive at the hands of the most hardcore video game players in the world. If there was a big old Nintendo 64 controller hanging out of the front of a *Mortal Kombat 4* arcade machine, you can bet that some punk would rip the cable out faster than you could say "Chuck E. Cheese!" And if there was a port for you to plug in your own controller, it would be constantly shorting out because some creep put a booger in there or flicked the ashes from his cigarette all over it. You gotta give credit to the folks at Midway for being brave enough to mount a N64 Controller Pak socket on the Blitz 99 arcade cabinet...but then, they made sure that nobody would be able to mess with it. The port is covered by a thick metal door that slides open when you pay credits to access it; when you remove the Controller Pak, the door slowly closes again, locking up tighter than Willy Wonka's chocolate factory.

BY A VOWEL

Hey *TIPS & TRICKS*, I've got a lot of questions I was hoping you could answer, and I mean a lot of questions.

- 1) I have a Sega Genesis, but I never managed to grab one of your issues with the Genesis codes. Could you PLEASE put all Genesis codes in at least one of your issues?
- 2) Is there a level select for *Star Fox 64*?
- 3) How do you beat Shinnok in *Mortal Kombat Mythologies: Sub-Zero*? I managed to freeze him, then punch a few times, but his life meter never goes down.
- 4) In *Super Mario 64*, when you get all 120 stars it says in a code book that there are more secrets to find. Other than Yoshi being on the castle roof, that's the only "secret" I can find. What are some more "secrets"?
- 5) On *WCW vs NWO World Tour*, when you put in the Game Shark there is a code to get extra characters, but I can't get the code to work. I know there are two different versions of the game, and I've tried both codes and neither work. What's wrong?
- 6) I know it's not your job to keep up with what happens to TV shows, but since it involves video games you might have what I need to know. I used to watch *Mortal Kombat* (the animated version), *Sonic the Hedgehog* and *Super Mario Bros.* on the USA network. What happened to them?
- 7) I saw an ad in your magazine for a TV show called *The Electric Playground*. What station can I find it on?

—Clint Vowell
Philadelphia, MS

- 1) You know, this sudden explosion of interest in the Genesis is really starting to get scary.
- 2) Not that we've been able to find.



- 3) You have to freeze him, then teleport to the other side of him, freeze him again while his back is turned and grab the amulet from around his neck.
- 4) Have you seen how sparkles come out of Mario's butt when you do the triple jump now? That's gotta be good for something.
- 5) Hmm...it's hard to say. Try re-en-



tering each of the two codes, one at a time, and make sure that you've only got ONE code active each time you test it out. This way you can isolate the problem if it's conflicting with other codes you may have entered. If that doesn't work, contact Interact's customer service department to see if they can help.

6) Looks like all three shows have been removed from USA's programming schedule. If you didn't tape any of the episodes while they were still on, you might be able to find some of them available for rent at your local video store. Only a handful of the animated Mortal Kombat episodes have been released on video, but there are a lot of Sonic and Super Mario Bros. tapes available.

7) As this issue went to press, The Electric Playground was only being broadcast in Canada and in select U.S. cities. We'll let you know when it goes nationwide; you're gonna love it!

A LITTLE RARE

I noticed in your January '99 issue that Sega Saturn codes were a little rare in your Tips section. So, I was wondering...WHAT IS GOING ON? I mean, I love your magazine, but this is too much! Anyway, if you are going to get rid of your Saturn tips, can you at least go out with a bang and have tips for, like, every Saturn game?

—Justin Granger
Midland City, AL

Come on, Justin; surely you've noticed that Saturn games are "a little rare" down at your local video game retailer! We're proud to have supported the Saturn during its all-too-brief days of glory, but every once in a while we have to clear out the codes for dead game systems to make room for the new ones. We've heard reports that one American game publisher may continue to release new software

for the Saturn—in fact, there's talk of the Saturn being redesigned and reissued for a shockingly low price—but until these rumors are confirmed, the Saturn will continue to be yesterday's news.

BUBBUCIOUS

If you guys at *Tips & Tricks* can name your favorite video games on page 6, I can name mine: *WCW/WWF Revenge*, *NFL Blitz*, *Resident Evil*, *Director's Cut* and *Bubble Bobbie* (NES). Have any of you ever played *Bubble Bobbie* on the NES before? It is an excellent game.

—Tom Putman
Houston, TX

Of course we've played the NES *Bubble Bobbie*! Our love for *Bubby* and *Bobby* continues to this very day, as evidenced by the *Bust-A-Move 4* strategy guide in our last issue.

COLOR COMMENTARY

For Christmas '98 I received a Game Boy Color with *Mortal Kombat 4*. I have a couple of comments about the system. Overall, it is really cool. It has a vivid, crisp, ultra-sharp screen and an infrared wireless communications port. The battery life is an eternity, even compared to some black & white systems (10 hours on two AA batteries). In my opinion, it has only two drawbacks: it is not back-lit (you can't play in the dark) and the use of the infrared communications port is very limited. Only the upcoming Game Boy Color games will have this feature, and the two units must be kept perfectly aligned and within 20 feet of each other. Personally, I believe that the standard linking cable for two-player games is a much better option. The wireless port would be better used as a remote control. Then again, that might drain the batteries too quickly.

—Tim Villabona
Pensacola, FL

Glad you're enjoying your new game system, Tim. Like you, we're very anxious to find out how the Game Boy Color's infrared communications will work; it'll be great for trading monsters with future editions of *Pokémon*. Using the Game Boy Color as a remote control device for your TV or VCR? That's probably one of the crazy ideas that Nintendo is cookin' up in its research labs even as we speak. We've said it before, and we'll say it again: If any video game system has a chance to live forever, it's the Game Boy.

IMPORTANT NOTICE: TIPS & TRICKS Needs Your Help!

Who is the primary user? Name: <u>JASON WILSON</u> Address: <u>2924 WILSHIRE BLVD.</u> City/State/Zip: <u>BEVERLY HILLS, CA 90210</u> E-mail: _____ Phone: _____ Age: 08-11 <input type="checkbox"/> 12-17 <input type="checkbox"/> 18-24 <input checked="" type="checkbox"/> 25+ <input type="checkbox"/> <i>Other</i> _____ Games Played: <u>BOYERMAN WORLD</u> Date of Purchase: <u>1/14/99</u> Price of Purchase: <u>ELECTRONICS BOUTIQUE</u> Do you have any comments about this game? <u>I miss 8-bit Bomberman and 16-bit TurboBomberman.</u>		What types of games do you plan to buy? (check all that apply) <input type="checkbox"/> Action <input type="checkbox"/> Fighting <input type="checkbox"/> Adventure <input type="checkbox"/> Action/Adventure <input type="checkbox"/> Strategy <input type="checkbox"/> City-Building <input type="checkbox"/> Sports <input type="checkbox"/> Simulation <input type="checkbox"/> Other: _____ How many of these game items (check all that apply)? <input type="checkbox"/> Action <input type="checkbox"/> Fighting <input type="checkbox"/> Adventure <input type="checkbox"/> Action/Adventure <input type="checkbox"/> Strategy <input type="checkbox"/> City-Building <input type="checkbox"/> Sports <input type="checkbox"/> Simulation <input type="checkbox"/> Other: _____ What is your favorite? TV Show: <u>BOYERMAN WORLD</u> Magazine: <u>TIPS & TRICKS</u> Hobby: <u>GOING TO MOVIES</u> Video Game: <u>TRICKS</u>	
Who made the decision to purchase this game? <input checked="" type="checkbox"/> Me! <input type="checkbox"/> Parent, friend, relative or other _____		What other video games have you played? <input checked="" type="checkbox"/> Action <input type="checkbox"/> Fighting <input type="checkbox"/> Adventure <input type="checkbox"/> Action/Adventure <input type="checkbox"/> Strategy <input type="checkbox"/> City-Building <input type="checkbox"/> Sports <input type="checkbox"/> Simulation <input type="checkbox"/> Other: _____	

Do you recognize this card? There's one like it in just about every new video game you buy. When you fill out and mail a card like this, you're giving the game's publisher valuable feedback about you and your interests. They're usually postage-paid, and some publishers even use the cards to give out free games in monthly drawings! Unfortunately, if you look closely, you'll see that *Tips & Tricks* has not been included in the list of magazines that this particular card asks about. This is where we need your help. Whenever you fill out one of these cards, PLEASE check the *TIPS & TRICKS* box to tell the publisher that you read our magazine! If there is no *Tips & Tricks* box, write it in yourself! We want to make sure that everybody in the industry knows about *Tips & Tricks*, and there's no better way to spread the word than to have our readers speak for us. We've always known that *Tips & Tricks* has the coolest, most powerful readers in the business; now we're asking you to prove it by taking a minute to get involved in this very important project. With your help, *Tips & Tricks* will continue to grow and thrive through the new millennium, bringing you more tips and codes than you've ever seen before!

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syphon filter

part 1 of 2

by Jim Loftus



For months, I've been eagerly awaiting a reviewable copy of this game. Now that it's finished, I can honestly say that—while it tends to get a bit on the repetitive side at about the halfway point—by and large, *Syphon Filter* still manages to come out on top in the “fun and excitement” department.

Even though the game borrows bits and pieces from nearly a half dozen other already-established stealth/spionage titles, it also contains several fresh gameplay dynamics which simply cannot be ignored. In addition to targeting enemies behind him while running forward, Gabe can also use his sniper rifle to zoom in on—and take out—terrorists in the distance. While this concept in and of itself might not seem terribly original (*MDK*, *Mission: Impossible* and *Metal Gear Solid* have all contained similar features), the amazing aspect of it all is the ability to pin-point specific portions of a target. Zoom in on an enemies' leg, arm or even the gun in his hand—or just go for a head shot and be done with it.

Insanely-dramatic camera angles and richly-orchestrated tuneage with loads of bass help to tie it all together, making *Syphon Filter* seem more like a multi-million dollar John Woo flick than a video game. PlayStation owners looking for a new action/adventure should absolutely give this one a shot.

about this strategy

Syphon Filter is an excruciatingly painful game at times. No, not painful because Gabe is constantly kicking himself in the back of his pants as he high-tails it through each level, but painful due to the sheer number of enemies in the game—particularly those donning armor. These guys can make getting from one checkpoint to the next seem almost impossible. In addition, there are some control issues which need to be addressed right from the get-go (see “Staying Alive”). Rather than listing all of the footlockers located throughout each of the levels, I've decided it best to zero-in on problems you'll face in each level. Maps are included for quick reference, so you won't have to press START to get a look at the general layout of each level. Part 1 of this strategy features the first 13 levels; I'll be back next month for the final seven!





weapons

There are many effective weapons in *Syphon Filter*, but a few of them simply kick butt. For gunning down any type of close- to medium-range baddie, nothing works faster than the K3G4. With its teflon-coated bullets, even goons wearing flak jackets can be eliminated in no time flat! The K3G4 is the coolest-sounding gun out of them all, too! For eliminating groups of medium- or long-range enemies, Gas Grenades are superb. When dealing with long-range opposition, the most effective weapon is the M-79, a grenade launcher capable of devastating amounts of



K3G4



Grenade



.45



Silenced 9mm



G-18



HK-5



Shotgun



Gas Grenades



Viral Antigen



Nightrider Sniper Rifle



Biz-2



Key Card



Combat Shotgun



Sniper Rifle



M-79



C-4



Flashlight



Taser

damage. Also good for picking off distant targets is the Sniper Rifle, a weapon which is most useful when the action is of low intensity. I've found the Taser to be of little use, generally speaking, although it is totally sufficient for taking out lone, non-flak jacket wearing, close-range terrorists if you're trying to conserve ammunition.

stayin' alive

I cannot stress enough just how vital it is for the player to grasp a firm understanding of both the camera and the control in this game before embarking on any given mission. As with any 3-D, Tomb Raider-type adventure these days, dodgy, inappropriate camera angles can seriously impede a player's progression through a game. As expected, the camera tails Gabe as he moves throughout his environment, providing a more than adequate vantage point. The developers of the game decided to give Gabe the awesome ability to move forward while targeting enemies behind and around him; a feature not unlike the one integrated into Activision's 1998 PlayStation release, *Apocalypse*. This "run and shoot" targeting ability not only broadens the scope/potential for eliminating targets on-screen, but it also adds a whole lot of drama to the overall experience. So far, so good, right? Well, in this case, innovation doesn't come without its price. Obviously, Gabe is a man—not a machine—so he can target only one enemy at a time. Pressing R1, the "targeting" button, always locks on to the nearest baddie. Each time R1 is pressed, the target cursor commits to the next available enemy in the vicinity. Unfortunately, things can get pretty nuts. One example: An area populated with more than one enemy. If the nearest available baddie is a "low-level threat" goon with a handgun while a grenade-tossing terrorist is trying to blow you to Kingdom Come, it could be over before it even begins. Things can become progressively worse if the "nearest target" happens to be on the other side of a wall! Since the camera shifts itself into a new location each time a new target is selected, the picture can get even more disorienting. To compensate for the insanity, the best advice I can give you is this: Clear out one room or area at a time. Enemies show themselves at pre-programmed trigger points. If you attempt to rush through one room in order to make it to the next, for in-



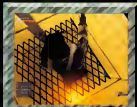
stance, 9 times out of 10, you'll end up with a bunch of terrorists doing the macarena on your corpse. That's not to say there aren't some occasions when it is in your best interest to high-tail it from one spot to the next. I'll be sure to fill you in whenever this becomes necessary. The second example of nuttiness: Targeting on the run. As you press and hold the R1 button to target while moving, the camera often-times shifts to place the cursor on an enemy. As the camera swings around to the new position, it can make moving Gabe forward a disorienting nightmare. In many cases, you will be forced to abandon the target in order to maintain control of Gabe's forward movement. The third and final example: Close-range targets. If a terrorist is at close range (one to five "feet" or so) and you attempt to target him (whether you are moving or stationary), Gabe can easily end up with built-in air conditioning. If you know what I mean. There were many times when, even though I knew I was locked-on to a close-range enemy, the evil bastard would just stand there completely unharmed—all the while, filling me full of lead! Can you say "cheap"? The bottom line is this: Avoid targeting enemies in this game at close range...avoid it like the plague.





georgia street

Your baptism into the world of polygon evil! Be ready to provide cover fire for nearby CBDC agents. Don't touch any of the flaming vehicles, or accidentally shoot one (it could explode.) From where Gabe starts out, head through the alleyway and wind around to the adjacent street. As you head toward the bank, cover the agent out front. Move in and protect the agent from death so he'll be able to assist inside the bank. Once the bomb is deactivated, get out that flashlight and check the back room for goodies. Go back outside and get your butt to the bar. Keep moving; targetting each enemy as they come. When you see Kravich, you may want to use your Sniper Rifle to get a head shot; he's wearing armor. Obliterate the communications array on the small circular table. Head back toward the bar entrance. On your way, go into the small room where the terrorist and the crates are located. Kill the creep and shatter the window. Climb outside—this is the path you need to take to de-activate the subway station gate. Blow the lock off of the chain-link fence using a gun (any gun will do) and hit the elevator switch. Take the elevator to the underground area and turn on your flashlight to locate the switch that by-passes security for the subway station gate. Go back up via the elevator. Return to the street where the subway entrance is located. Take the ramp down to the subway. Now it's time to get crazy. The subway can be disorienting, so check the map on the right for guidance. As you enter the Upper Terminal, unload on the terrorists. Check the Upper Terminal's west side; you should find two openings (see map). Opening A leads to an M-79, Flak Jacket and Grenades. Opening B takes you to an elevator to the Lower Terminal, but we'll get to that later. Next, head for Bomb 1, located on the east side of the Upper Terminal (see map). Cross back over to the west side (still the Upper Terminal) and enter Opening B. Move toward the dark end of the passage. When it gets really dark, turn on your flashlight. Hit the the elevator call switch on the wall. Turn and take the elevator down to the Lower Terminal. Head for Bomb 2 by running north on the east side platform. As you approach Bomb 2, be prepared to return enemy fire. When you get close to Bomb 2, you must carefully pick off the armor-clad goon. Use the sniping method to score a head shot. If you screw up and hit the bomb, or try to fire up the bad guy's body, it's all over. After killing the terrorist, tag Bomb 2. Oops!



HELLO, MY FRIEND I APPROVE VEDDY MUCH OF DIS "SYNCHON FILTER" GAME. IT WILL DO MUCH TO PROMOTE COPE AND TERRORISM IN DA WORLD!

THE BLOOD AND GORE AND BIOLOGICAL THEME IS VEDDY FUNNY. I DARE ALL MY BROTHERS TO USE DIS GAME AS A BLUEPRINT FOR DESTRUCTION EVERYWHERE!

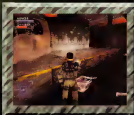


destroyed subway



Do NOT get near any of the flames! If you're injured, a flak jacket is located on the walkway directly to the right of where Gabe starts out. Cross the tracks and let the running, screaming guy drop and smolder, then walk over him and make your way around the corner. Shoot the two goons, then cross over and climb the wrecked subway car to the right of the far wall opening. Walk along the top of the subway car, then drop down and get out your flashlight to quickly locate the C-4 explosives lying near the end of the tracks, just before the flaming subway car. The reason you want to grab the C-4 before gunning for the nearby terrorists is because you'll want to secure a checkpoint before the deadly confrontation ahead. Before taking out the terrorist lobbing grenades, I've found that it's best to kill the two gun-toting goons first. Next, position yourself just around

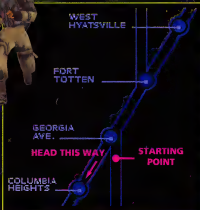
the corner from where the flak jacket-wearing, grenade-throwing baddie is located (be sure to high-tail it if you hear a grenade land nearby). Use your sniper rifle to get a head shot (you'll have to be quick). Climb up onto the red, overturned soda machine, then ascend the sign and beams above. Shimmy your way along the metal pipe and drop down. Move forward and make the first left. Make your way across the tracks to turn off the gas main (you may need to use the flashlight). Next, blow open a passage for the CBDC agent at the barred-up "Exit" gate. Cover the agent. Make your way over to the other set of tracks and climb the crate to run along the tops of the subway cars. Back away from the flaming terrorist (he gets close), then turn and eliminate the creep on top of the subway car or just make a run for it down the tunnel. You've made it!



main subway line

BOSS!

The game's very first boss encounter! Grab the flak jacket if necessary, then hot-foot it after Aramov. Watch out for the speeding trains! The trains have a somewhat predictable pattern; run on one set of tracks while the other is occupied, then cross over to the other side at the nearest break. You can also duck into utility areas if you think you're about to get nailed. As you pursue her down the tracks, you'll should aim for Aramov's head using your Sniper Rifle, since she's wearing a flak jacket. It's a bit tricky, but entirely doable on the first attempt.

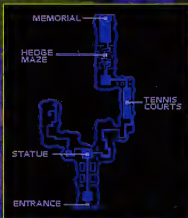
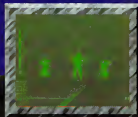
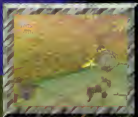




washington park

After almost getting nailed by a speeding patrol car in the CG-rendered cinema for this level (bizarre, but kinda funny in a twisted sort of way), Gabe must locate and assist CBDC agents in the disarming of four bombs, one at a time. He must then make it to the Freedom Memorial in one piece. The bombs are easy to locate; just keep an eye on your radar and you should have no problems. If you get lost, sometimes it helps to follow sidewalk paths; most of which lead to new areas of the park. After dismantling all of the bombs, head to the tennis courts. Here, you'll need to take care of a hostage situation (it's pretty freakin' cool, too!) To

position yourself within range of the lone terrorist, I suggest entering the court at the north side; move in slowly, then use your Nightvision Rifle to zoom-in on the scum bag and nail him in the head. This will free the two CBDC agents. Head toward the memorial. On the way, you'll need to get to the satellite dish located atop an Intelligent Qube-looking structure. Head through the hedge maze. As you get close to the Freedom Memorial, enemy numbers increase to ridiculous levels—but you must make it out alive. Stealth rarely cuts it at this point; there are simply far too many bad guys. Run for the memorial like there's no tomorrow!



freedom memorial

Your second boss encounter. This flame-throwing Frenchie wants to turn you into french fries! Since he's wearing full body armor, you can't even rely on a good ol' head shot to take him out! Killing Girdeux requires nothing less than several shots to his back. Ignore his threats and grab the Shotgun. Run a circular pattern on the outside. You can hit him in the front at his shoulders, but targeting his back will get the job done quicker.

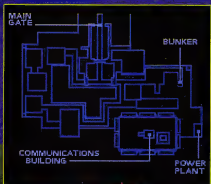
BOSS!





Roemer's base

Immediately grab the Gas Grenades from the locker in the guard shack. Climb the nearby truck and smoke the two trigger-happy jerks below, using one of your newly-acquired grenades. Wait till the gas completely dissipates, then drop and creep over to grab their ammo. Next, zoom-in on the guard atop the far walkway and plug him. Use stealth to quietly pick off all remaining terrorists if you want to avoid conflict. If you do end up sending the base into "red alert", you can still get the job done, so don't panic. You must locate each of the five fuel tanks and plant C-4 charges on them. Disable power to the motion sensors, then head to the missile bunker to finish up the mission.



base bunker

Grab the flak jacket. This is probably one of the easier levels in the game, although making your way through the corridor maze can be a bit confusing at times. Flip green switches to open doors. Flip red switches to cause the laser gates to deactivate. Some of the red switch boxes are out-of-reach, however, and can only be activated by shooting them from a distance. The main goal is to index ten missiles located in the complex. Due to the locations of some of the switches, you'll be forced to do some backtracking, but it's not too bad. Once you enter section 2-1, be careful shooting; one miscalculation, and BOOM! Take the twin guards out, then index the four upright missiles. Be extremely careful once you get near the corridor where the booth with the glass windows is; the guards nearby will attack, and they don't play. Activate the computer in the booth to open a storage area filled with items. If you destroy the computer, the door will not open. Head to the elevator and make your way to the roof.



base tower

BOSS!

Your third boss battle, this one's a real pain in the ba-doinker. Ascend the ramp to override the radar tracking satellite. After the ultra-cheesy radio dialog, you'll need to hot-foot it down the ramp and prepare for a hellish confrontation with Roemer in a helicopter. The best strategy for taking him out is to keep moving! This may sound like a simple task, but believe me, it's not. There are four footlockers containing flak jackets and PK-102 ammo, and chances are, you're gonna need every bit of it. When the helicopter does a straight fly-by, target with your PK-102 while running straight. Try keeping yourself behind it and fire away. Each time the chopper pauses to rise up from below, it will switch to deadlier guns, capable of instant death! When this happens, run as fast as possible in a circular pattern to avoid becoming Swiss cheese. Once he distances himself from you, return to the first pattern. Once you have damaged the vehicle to the point where smoke is pouring from it, Roemer will begin dropping buddies out, usually two at a time. Take these guys out at all costs, since they pose a serious threat to survival. Focus on the chopper, take out goons, focus on the chopper, take out goons—keep at it, and eventually, Roemer's toast.



base escape

Keep on a-runnin'! Once you've made it to the central overhead crosswalk, climb up and then roll down onto the ground and head for the Main Gate. You may find this hard to believe, but as long as you know your way around the base somewhat, that's really all there is to it.



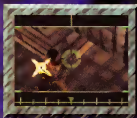
roemer's stronghold

A complete nightmare! This level truly is one of the most difficult in the game. Roemer's stronghold is made up of a pair of cathedrals, tightly-guarded by terrorists disguised as monks (either that, or elongated Jawas!) The first thing you'll want to do is descend from the rooftop. From the starting position, run straight ahead, taking between six and seven steps. Turn to the right and walk off onto the small ledge below. Hop down, and creep forward to take out the terrorists; there's one shooting from a window and one down below. You can use your Sniper Rifle to clean house, but you'll need to be quick. Walk down to the lower portion of the beam (be careful; it's narrow) and roll off. Climb up either of the two windows to enter the church. Grab the Sniper ammo from the footlocker, then proceed quietly into the hallway to make contact with the first of ten scientists. Once physical contact has been established with him (they wear white lab coats), the scientist will completely surrender by kneeling in front of you. Now here's where things get creepy...in fact, forget "creepy"; I'd say they get downright sadistic! Gabe must literally kill the scientist, execution-style! As the crashair makes contact with the scientist's body, he pleads "N-no...don't shoot me! Don't kill me! I'm not armed!" It is at this point when Gabe must aim for the doctor's head to put an end to his life. Chilling. True, he is an "eeeg-eeevil" scientist, probably responsible for



many terrible experiments on innocent people, but YEESH!—this is pretty harsh stuff for a console game! In any case, locate the first pair of test subjects and administer the Antigen. Finish searching church number one by locating three laboratories, killing the remaining scientists, administering the Antigen to the rest of the sick people and obtaining the key card. The key card is necessary to open the large wooden doors which lead to the balcony. Climb in through each window and back out, except for the third one from the left; this window leads to a new section of the first church. You can target chandeliers capable of crushing an enemy instantly. Enter the library and do some Spring cleanin'. Be sure to grab the G-18 ammo from the footlocker located on top of the first bookcase near the entryway. Make your way up, up, up to the window and cross the narrow beam. Drop down through the window ahead and take out the Jawa...er, I mean monk. Be super careful when you target the second monk waiting in the lab; there are dangerous, stinky chemicals all around! Administer the Antigen to the poor sap in the corner, then move downward. Wind

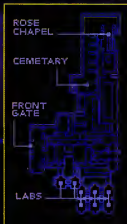
around until you get to what I like to call "The Evil Attic". This room is located at the upper level. Clear the way of monks and go down the opposite ramp. This leads to the green switch which unlocks a wooden door. Bust the window, climb up, then lower yourself down onto the outer rooftop. Climb up onto the center beam and head across to church number two. Roll in through the window and grab the Gas Grenades, then toss 'em at the two terrorists guarding the elevator. Once they're out of the way, head down via the elevator.





stronghold lower level

This level initially contains the same type of activity as the previous one. Where things really heat up, though, is outside. Once you make your way outdoors, the terrorists go completely bonkers and stop at nothing to put you six feet under (hey, their cemetery is nearby, ya know!) When you make the trek across the courtyard and back up and into the stronghold, you'll need to obtain the key card to unlock the large wooden doors. To get the key card, you must cross the beam which leads to a lab. Kill the armed scientist and grab the card (checkpoint). Take the beam back to the outer ledge to where the balcony is and enter through the window to the large wooden doors. Activate the green switch and kick the doors open. Take out the two goons, then turn around and head for the narrow, green-lit lab. Go for a head shot on the scientist at the far end; he's wearing a flak jacket. Do it quick, run over and grab the ammo and key card for another checkpoint. Now, here's where things heat up again. A monk enters at the opposite end of the lab, and he's throwing a grenade party just for you. Use the Sniper Rifle to pick him off (head shot). Backtrack and pass the large, opened doors. With the new key card, you can now enter the wooden doors around the corner. Kill the monks and scientist, then head for the opening to the north, which leads to the Rose Chapel. Climb the spot in order to walk the beam. After taking a crazy leap through the huge window, you'll end up outside. This goon-infested outdoor area basically infuriated me into throwing one of my nice, new analog controllers across the room several times—it's that tough! And while the vibration motors in my controller are no longer working, I can at least say that I made it through (yesh—the things I sacrifice for this mag!) Enter the Catacombs.



can i borrow that?

In *Syphon Filter*, you may notice several glaring examples of ideas borrowed from other games.

METAL GEAR



MDK

syphon filter

MISSION: IMPOSSIBLE



Metal Gear Solid



Mission: Impossible

Sniper Mode

A breakthrough gameplay feature first seen in Shiny's *MDK*, *Syphon Filter* lets you use a Sniper Rifle, used to zoom in and "pick off" enemies in the distance.

Helicopter Boss Battle

The helicopter battle during the game's "Base Tower" level seems to carry with it more than a bit of inspiration from a certain scenario in Konami's *Metal Gear Solid*.

Suave and Debonair

What would any self-respecting espionage game be without the obligatory, James Bond-inspired "I'm wearing a black tuxedo and I'm in a fancy place" level? In this case, it's a level called Expo Center Reception. We've seen it before in *Metal Gear Solid* and we're sure to see it again in future spy thrillers.

Hide And Seek

As in games like *Tenchu* and *Metal Gear Solid*, *Syphon Filter*'s Expo Center Reception level is heavy on stealth. Not only does Gabe wear a tux in this level as mentioned above, he also must trail an enemy without alerting nearby guards.

Let it Snow, Baby!

Just like in *MGS* and *Mission: Impossible*, this game features a blustery, snow-packed military base level. The one in *Syphon* is called "Roemer's Base," and it's filled with plenty of trucks, bunkers and metal fencing. Hey, it's so cold, Gabe can even see his own breath!

The Logo

What is it with stealth games and "punched out" logos? Think I'm over-reacting? You be the judge!



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gabriel rogan



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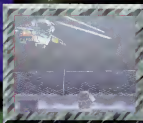
gabriel rogan



biological terrorism on US soil must be stopped



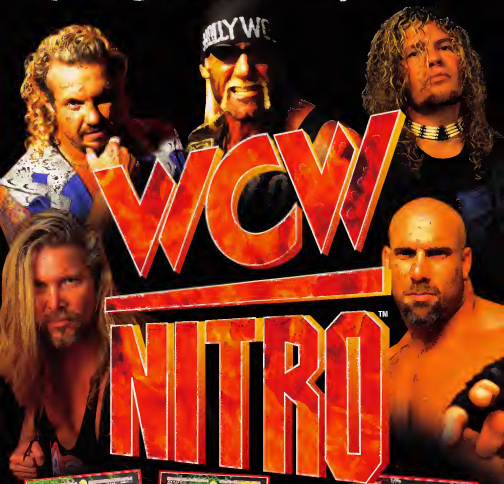
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CARN EVIL

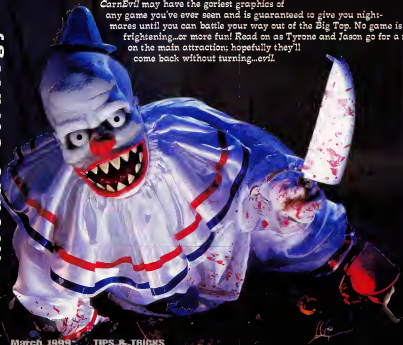
Sometimes, things are...evil. No, my friends, this is not the classic arcade hit *Carnival* of years past. *CarnEvil* is far more grotesque and bloodier than that happy, funny shooting gallery game. It features a gruesome cast of carnival loonies that come to life after a token is inserted into the tombstone of Professor Dr. Dr. Ludwig Von Tokken-takker—the "CarnEvil" is reborn!

CarnEvil is more than just the scariest shooter around, it's an awe-inspiring cinematic experience. The sinister cast of characters has been conjured up from the darkest depths of your imagination. The stunning 3-D environments are portrayed in such gruesome detail, you will think you're trapped in a horror film.

CarnEvil may have the goriest graphics of any game you've ever seen and is guaranteed to give you nightmares until you can battle your way out of the Big Top. No game is more frightening...or more fun! Read on as Tyrone and Jason go for a ride on the main attraction; hopefully they'll come back without turning...evil.



Midway's *CarnEvil* design team poses for a snapshot with the game's ghastly cast of characters



CAST OF CHARACTERS



Junior

More than just another freak show attraction, Junior is Professor Tokkentakker's "pet project." By creating an army of giant freaks who will respond to his every command, Tokkentakker hopes to one day overtake the entire planet in worldwide "CarnEvil-ization!" Junior is well fed and protected in his compound, but Tokkentakker is not certain if his experiment will ever stop growing.



Carnie

What would an amusement park be without its spry sweet mascot? Riketty Town's own "Carnie the Dinosaur" can be found stalking the Dino-Rama ride. He's cute and lovable, but don't get too close or he'll bite your head off.



Gool

Ghoul are disturbed souls that will never find peace among the living. Their only pleasure is in your pain, and they will not stop their attack until you or they are destroyed.



Betty

An innocent bystander: a contemporary teen resident of Greely Valley, Iowa. Betty reluctantly agreed to go along with her friends on the "Spooky Sam Ghost Tour" through Greely Valley Cemetery. Little did they know that this would be the night that CarnEvil would return. Betty is now helpless trapped in the twisted walls of CarnEvil. Do you have what it takes to save her?



Tinsel

Tinsels are the evil elves who are in the faithful service of "Krampus the Anti-Klaus." Sure to ruin your holiday spirit, these grouchy little helpers will be glad to help you to an early grave.



Tort and Rodz

These are the psychotic caretakers in the chamber of horrors. Plucked from the most vile insane asylums throughout the decade, their urge to kill is fueled by self-torture, making them almost unstoppable.



Nik-Nak the Spider Monkey

A product of Tokkentakker's genetic sense of humor, Nik-Nak combines the speed and agility of a monkey with the incredible proportional strength of a giant spider. Annoying and not housebroken, Nik-Nak is one wild eight-legged freak of nature!



Flapjack

Lester and Hester Turvey were once a pair of twin brother acrobats in a small travelling circus. Professor Tokkentakker discovered them one day and offered them top billing in his CarnEvil sideshow. Later—after some minor cosmetic alterations—they did become the main attraction of the Freak Show, although not quite as Tokkentakker had promised. Four surgeries and two lobotomies later, Flapjack, the amazing Flip-Flop man was born!



Robbie the Zombie

The zombie is one of the many cursed local farmers who died horribly as a result of the great plague that followed Tokkentakker's burial in 1896. Now raised from the dead, the zombies are doomed to wander the grounds of the Haunted House in search of human flesh to harvest in a futile effort to satisfy their eternal hunger.



Krampus

Just as there is night and day or hot and cold, Krampus embodies all that is mean and cruel. A creature as old as Winter itself, Krampus is a being of pure evil who scans the earth seeking out all the "naughty" children to eventually turn them into his personal slaves, the Tinsels. Krampus just loves surprising all the little kids who wander into his giant snow-globe lair at the end of the terrifying "Slay Ride".



Mr. Smiley

The ultimate yes man, Smilin' Bob will greet you with a cheerful "Top of the mornin'" and "Check your oil sir!" Armed with a big smile, a big wrench and a gas can, Smilin' Bob will go that extra mile to make your visit a good one!



Evil Marie

Little is known about the witch who holds destiny in her...uh...blouse. The Haunted House empress will do everything in her power to make sure that you do not pass.



Umlaut

Tokkentakker's sidekick, and your host throughout CarnEvil, Don't fret, Umlaut is harmless that is, until you discover Tokkentakker's lab!



Professor Dr. Dr. Ludwig Von Tokkentakker

Nothing comes between the good doctor and evil...including someone such as yourself. Watching from his evil underground laboratory, it will take more than quick wits and accuracy to defeat him.

Arcade strategy

Arcade strategy

Arcade strategy



SECRETS AND GOODIES

Secret Code!

At the stage-select screen, choose the Haunted House stage, then pump the shotgun five times before the stage starts. This trick puts the Haunted House stage into "Party Hat Mode;" you'll see that the zombies and other characters will have crazy hats and even afros on their heads!

Game Tips

- If you're being attacked by more than one enemy at once, always concentrate on shooting the enemy that's closest to you. In most cases, the other enemies will hang around in a kind of holding pattern, so you should focus on the most immediate threat in order to get through the stage faster.
- You can slow down boss characters by shooting at body parts that have not already been damaged. If you can see evidence that the boss has already been damaged in a certain area, leave that section alone and try to target a different body part or vulnerable area.
- The best way to maximize your score is to maintain a high accuracy rating.
- The levels can be played in no particular order. This will not affect any gameplay tactics or sequences that are listed in this strategy.
- Four shots kill ANY non-boss, no matter if you shoot them in the head or not.
- You don't have to cock the gun in order to reload; you can also point the gun outside of the screen and pull the trigger as in most other gun games. To maintain your aim, hold the index finger of your non-shooting hand right next to the gun barrel; when you need to reload, cover the barrel with that finger and pull the trigger; the game will think you're shooting off-screen and your ammo will be refilled.



Stage Tip:

Evil Marie is the most difficult boss in the game, so we suggest that you choose this level first to get it out of the way. Two mini-bosses are placed at various intervals and a shotgun power-up and increased ammunition clip are lurking about as well.



You get your first taste of zombie heaven in the outskirts of the house of horrors. Practice your aim on these few zombies lurking about before the real action begins!

As soon as you are about to enter the Haunted House, a life bar power-up is located in a coffin near the entrance.



Stage Tip:

A shotgun power up is in the room after you fight Hambone in the hall closet. Shoot it quickly before the screen passes.

Boss: Hambone

When Hambone is attacking you in the hallway, shoot his gun. This will keep him from shooting you. You will hear a ricochet sound indicating that he is vulnerable, so you can finish him off from there.



A shotgun power-up can be found in the room after you fight Hambone in the hall closet. Shoot it quickly before the screen passes.

Well, at least torsos can't hurt you! These things will be flying at you throughout the level, but don't panic; just keep on "shootin' zombies in the body."



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There's nothing like zombie chiefs! Be careful not to shoot Betty, who is being eaten nearby.



Boss: Hambone (The Revenge)

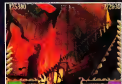
Shoot Hambone's mask off and you will be able to cause more damage to him.



The living room contains many delicacies that zombies love. You know, humans, blood...the good stuff! Zombies come out in droves at first; after a while, a hesitant group of Gools will appear. Use precision shots at their torsos to take them out easily.



Lucky you! An Increase Clip power-up and a Life power-up are here for the taking near the chairs!



Make your way up the stairs for more zombie action! Hopefully you were fortunate enough to stay alive long enough to keep the Increase Clip power-up; you're gonna need it!



Now that you are outside, a power-up lies on the roof—but first, you'll have to beat the Gools to get a clear shot at it.

You'll have to be fast to get through this hallway without being touched by one of the zombie arms. Shoot quickly and accurately.



Boss: Evil Marie

When Evil Marie is floating above you in the sky and throwing axes at you, shoot directly at her chest to finish her off quickly. Marie is notoriously quick therefore, missing a few shots will destroy the few chances you have to finish her off.



RICKETY TOWN

Stage Tip:

When the elves appear on the screen, you can "juggle" the food or presents that they throw at you by shooting these objects repeatedly; this is a good way to rack up extra points.



The minute you walk into Rickety Town, Tinsel is there to greet you with a plethora of friends! Shoot him quickly to move on to the roller coaster.

You'll be treated to a song, attacked by killer bugs and get a view of Paul Bunyon; right when you land, you'll be ambushed by Tinsel again! The screen moves rapidly while you are on the roller coaster, so keep a watchful eye for enemies that appear on screen.



Proper way to hold the gun



Mr. Smiley looks harmless, but in reality he is very agile and eager to knock you upside the head. Keep your eye on him and reload quickly! Carnie, the baby mutant dinosaur, is lurking about as well. Don't forget to pick up the Increase Clip power-up next to the Mr. Smiley sign and the life power-up located near a Dino Egg.



These girls get pretty feisty. Get one of them by hitting the bullseye into the acid, then concentrate on shooting them before they start throwing rolling pins at you.



Your roller coaster ride is much shorter this time; only one greedy Tinsel elf is in your way

Stage Tip:

When you get an acid power-up, use it sparingly—it only takes one

shot of acid to destroy an enemy, so you can make this power-up last a long time if you stay alive.

Stage Tip:

There are several power-ups along the way in the remainder of this stage; shoot them for extra points.

Boss: Krampus

Shoot out Krampus's legs and he will be unable to skate. This is your chance to blast him while he tries to regain his composure. Shoot him in the face for high-damage hits!



FREAK SHOW

Stage Tip:

When you encounter Flapjack, shoot out his lower head to make him collapse and gain a large amount of points!

Flapjack time! Remember to take advantage of shooting the life power-up located in the middle of the stage right at the beginning of the level to get an edge on the large number of enemies in the very beginning. The Machine Gun power-up is located beneath the tent. Upon entering, bugs will fly from the ceiling and the Machine Gun will be yours!



Nik-Nak the Monkey is here to wreak havoc! Shoot him down and grab the second life power-up in the level as well.



Boss: Eyeclops

This two-headed lazy-eyed psycho is here to beat you down with his sword! Simply shoot him quickly in his eyes and you can pass without a scratch.



Now that you have entered the castle, you can see just how sick and twisted everyone has become! A Shotgun power-up and a Machine Gun power-up are located within the level. Watch out for Betty. You may accidentally shoot her because she is hiding directly behind the door of a coffin that you close.





Boss: Junior Boss: Deaddy

Like all arcade machines, CarnEvil has an operator adjustments menu (accessible only by unlocking the machine and activating a switch inside) that allows arcade owners to change the game's parameters. The boss of the Freak Show stage is a giant baby named Junior. Because his appearance is somewhat controversial, Midway added a special option to change the boss into a giant teddy bear named Deaddy. (Some players feel that Deaddy is actually more frightening than Junior!) Whichever boss is enabled in your local arcade, shoot at his head when he appears from behind the pillar of blocks and continue shooting him as he runs around the playpen. Watch for the vomit that comes out of Deaddy's mouth and shoot at him continuously regardless.



Boss: Umlaut

Now it's time to fight the host of CarnEvil. You will need to shoot Umlaut rapidly in the eye, or he will continuously bite at you before you have a chance to even reload.



Final Boss: Tokkentakker

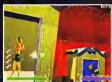
True to his name, you'll need plenty of tokens to defeat this guy. Depending on the amount of life bar Tokkentakker has remaining, he will warp to various parts of the ship you are fighting on, letting his skeletons take over for him. Snatch the life power-up that is hidden behind one of the windows of the ship and keep shooting at Tokkentakker's face. Shoot at the skeletons if they attack you, but maintain a steady trigger if Tokkentakker becomes more animated and begins to throw objects at you.



Stage Tip:

Kill the mimes! They're everywhere at the start of the final stage. Remember that it takes four shots to destroy them.

Be careful who you shoot, especially when opening the doorways. The innocent Betty is lurking almost everywhere in this level! A Machine Gun power-up is located between the mimes for extra firepower.



Time to be shot out of a cannon and fight more cronies from Tokkentakker's lair. The circus dog and midget will attack you without notice, so be prepared to handle them quickly. As soon as you are shot from the cannon, shoot the heart for a valuable life power-up that you will need desperately. Take out the downs in the surgical room by shooting them in their stomachs.



After you finish the game, you can "draw" your name in the high score gallery!



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AJ33000



by Jason Wilson

IRRITATING STICK

move through tight curves and narrow passageways without an analog control device. *Irritating Stick* is also compatible with the PlayStation mouse, but the smoothest and tightest controls can be had with the Dual Shock controller.

Secret Code!

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press **X**. You'll hear the crowd cheer to confirm the code!

MODES OF PLAY

AI COURSE

"Artificial Intelligence" levels 1 through 70 will be available here, depending on how far you have progressed in the other modes of the game. If you are unable to finish a course—or if your performance is poor—the number of available AI levels will drop.

TV COURSE

These courses are exact duplicates of the real-life mazes from the *Ira Ira Bou* TV show in Japan. After you

defeat the Challenge and Final degrees, the Revenge TV course degree will become available! A complete walkthrough of the Revenge course is listed below. Watch out for Mrs. Robot!

REVENGE COURSE STRATEGY

You will need to learn how to move around while adjusting your speed on the fly. It is very important to practice the other levels thoroughly before you attempt this one. Follow the steps closely to avoid making mistakes early.



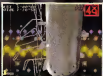
Use Speed 4 to follow the machinery around and get to the pathway at the top.



The low route is easier, but the high route will earn you an extra life.



Watch the edges closely as you begin to make your way down the narrow path from left to right.



The winding curve after the moving platforms will drive you crazy if you are not careful. One false move and you will be sent back to your original checkpoint. Adjust your speed to level 2 to follow your way through the annoying curves.

Irritating Stick: The Game Show



Like *Jeopardy!* or *Wheel of Fortune*, *Irritating Stick* was developed as the home version of a very popular Japanese TV game show called *Ira Ira Bou*. In the show, contestants stand on a stage and try to pass an electric rod through elaborate mazes—just like the ones you see in *Irritating Stick*—without touching the sides. If the rod touches the metal edge of the maze at any point, sparks fly and an explo-



Mrs. Robot is kind of tricky at first! Her right arm moves vertically at a rapid pace. Wait until it is completely up, then fly on by. Don't worry, you can't hit any of her body parts in the background.



Wait until Mrs. Robot's left hand shifts to her right, then swing by. Speed 4 is recommended for safe passage.



Stop in between Mrs. Robot's...er, "Jugs" to study them, um, I mean their pattern carefully. Take them on one at a time.



Wait in the middle of Mrs. Robot's eyebrows for them to be straight, then use Speed 4 to move along safely. Remember to decrease your speed back to 2 or 3 to be safe; you don't want to have to sweat through Mrs. Robot again!



The first mechanism you will need to pass through requires a clock-wise rotation; the second has a counter-clockwise movement. Speed 3 is your best bet. Anything more will cause you to hit the edges and start from scratch once again.



It's better to just hide here than to be arrogant and binned through the rotating mechanism. Prepare yourself by shifting to Speed 5 while waiting for just the right opportunity.



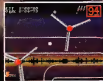
No peering here! Maximize your speed and blast through to the other safe position on the bottom right side.



Just head down this path and you'll be home free!

ARCADE COURSE

Three all-new challenging courses from the start: Elementary, Intermediate and Advanced. Beat these to unlock the Ultra course; it's one of the most difficult challenges in the game, which is why we've picked it apart to give you the following strategic advice:



The windmills are easy to avoid. Just watch them carefully, then make your move at Speed 4 or 5 in a horizontal path.



The second set is a bit faster, but it's nothing you can't handle. Move along in a straight path once again.



Moving up to the top of this path will help you avoid the horses that make their way around the carousel. Move at a steady pace and DO NOT try to find a safe spot near the bottom or you will be crushed!



An elevator lifts contestants to the highest point of the "Revenge" TV course

sive charge erupts from the end of the rod. Players are actually required to wear protective goggles to prevent eye damage from the blast!

To an American PlayStation owner, *Irritating Stick* may seem like one of the most unique and bizarre games ever released for any system. How-

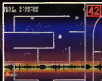
ever, if you were familiar with *Ira Ira Bou*, you'd realize that the game is extremely faithful to the TV show. The lights you see in the background while playing the game are just like the bright lights on the stage of the TV studio where *Ira Ira Bou* is taped, and the maze layouts—including the designs of



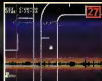
Go into the coffee cup from right at Speed 4, then maintain your speed at 2, all the while waiting for the coffee cups to rotate clockwise until you get to a path at the bottom. Inch your speed up to 4, then go through the opening. The other cups are there to confuse you. Maneuver your way inside the rotating cup steadily and your patience will reward you.



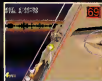
You have one chance to whiz by at Speed 5, or the mistake will haunt you! Once an opening appears, close your eyes and go for it! It's too scary if you actually try to anticipate the movement, so just bust through!



No matter what you do, this maze will change somewhat every time you pass through it, just like the announcer says. So try not to screw up the first time!



Don't get overconfident at this spot. These narrow passages can be devious, so use extreme caution and go no faster than Speed 3.



What the heck? A runaway roller coaster and falling rocks? Stay below the sign, then begin to speed up to 4 or 5 to run away from the coaster as quickly as possible when the rock bounces away safely.



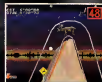
Remember, the shadows are there for a reason! This is your safe point. Follow this imaginary path at all times. Change to Speed 4 when turning corners and use Speed 5 the rest of the way down the path!



Three logs make their way from the top of the waterfall! Move carefully at Speed 3 and you should make it unscathed.



Stay right below this sign to wait for the boulder to bounce off the cliff, away from your stick.



The deer will jump off the edge of the cliff when the roller coaster is coming! This is your chance to switch back to Speed 3 on the way down the slope!



Take the top edge on the way down at Speed 5; this will help you to avoid the roller coaster that's headed toward you at an awkward angle.



Stay near the top of the screen to avoid the rising water; it will cause your stick to smash into the top if you are not careful!



It's not over yet! Stay near the top of the maze; the erratic roller coaster will smash into you if you are not careful!



For additional laughs, popular Japanese comedians are invited to participate.

the robot "bosses"—are exact duplicates of the mazes on the TV show. And if you think the American announcer in *Irritating Stick* is obnoxious, you should hear the hyperactive host of *Ira Ira Bou!* In the grand tradition of wacky Japanese game shows, he delivers hysterically urgent commentary on each contestant's

progress, shouting things (in Japanese) like "He's in the danger zone!" and "For his kids, his wife, his mother!" at nearly every turn.

One more bit of trivia: In addition to the PlayStation game, there's also a version of *Ira Ira Bou* for the Nintendo 64. In fact, when the game was introduced



EDIT COURSE

You know I had to make up a mini-course of my own! It's not terribly complex. You can make the courses pretty long if you like, but here's an interesting one I came up with:

Jason's Secret Course!



Moving down the slanted path at a lethargic speed.



If you choose this piece in your creative maze, make sure you go down the path in a straight line: the sharp slants will cause you to become nervous, especially when the announcer screams out loud one too many times!



Seems simple, but you will have to move around the circle twice to thoroughly complete this section.



The pipes are not as hard to avoid as they seem to be. Some go up and some go down...but each one has a safe spot to hide, above or below them.



See what I mean? Even though this looks frightening, you can sit here until it is safe to move on.



Broken legs, anyone? Level 3 is perfect, and you won't have to think twice about taking those curves!



Wow! This is your reward for finishing any level in a speedy amount of time: a nifty Trophy! Woo-hoo!

USE THE FORCE!



Contestants' families are brought on stage to watch them sweat.

at Japan's Space World Expo, Nintendo's star game designer, the legendary Shigeru Miyamoto identified it as one of his favorite games at the show!



The real-life Misch Misch Ace appears to take on all challengers!



Snowboard Kids 2

by Tyrone Rodriguez

Atlus is back with *Snowboard Kids 2*! Graphically, there isn't much of a difference from the original game, but I'm not complaining; the art style, characters and music have a feel of their own. *SBK2* is ten times more fun than its predecessor. This wasn't an easy task to accomplish, either. With new boards, riders and courses, this is definitely something you wanna pick up, particularly if you're a *SnoBo* (short for *Snowboard Kids*) fan. The next pages centralize some information which you'll find very useful. Shred the Rad!

Meet the Characters



Tommy

Built for speed and nothing else. Try using a board with good control, otherwise you'll end up crashing into walls and falling off of the courses.



Linda

She's not as fast as Tommy, but she can keep up with him. Linda has better control, so she can use the Balance Boards effectively.



Slash

Slash returns as the most balanced character in the game. If you're new to *Snowboard Kids*, you might want to use him first.



Jam

Jam comes back as more of an all-around character. He's not the trickster he used to be, but he has improved his speed.



Nancy

Her unmatched cornering ability and hang time is a natural match with the Speed Boards in any race. If you want to concentrate more on tricks, pick Nancy.



Wendy

She's even better at stunts and tricks than Nancy. Unfortunately, she's pretty slow, even with a Speed Board.

Skill Games

Speed Cross

The two most important items on this course are the Rocket and Fans. Try to collect every one that you see. Beware: Scattered throughout the course are items that can hinder you!



Shoot Cross

This course will test your marksmanship by letting you deliver newspapers to everybody on the mountain. Just make sure you get to Damien's house through the shortcut, otherwise you won't pass the level.



Special Characters

Coach

To access Coach, clear the Trick Game mode. The penguin suffers from hangtime overkill. He's the King of the Mountain when it comes to tricks; just don't expect to win many races with this character.

Mr. Dog

To access Mr. Dog, clear the Shoot Cross mode. Speed is the name of his game. Some say he's even faster than Tommy, but his handling is even worse. Just make sure you use him on courses that don't have a lot of turns and pits.

Damien

To access Damien, clear the Story mode. The evil Damien falls somewhere between Slash and Linda. He's got better speed than Slash and better handling than Linda.

Remember, the Special Characters are only available in Battle Mode.



Wing

This item gives the player increased

hangtime when jumping for a limited amount of time. It's good for avoiding shots and doing better tricks.



Rock

Put this obstacle down on areas of the course where you

expect your opponents to go, like narrow passages, in front of the lift entrance and exit or behind shops.

Trick Game

The object here is to score at least 300 points in tricks in the given time limit. If you don't make it to the finish line in time, you won't get any of the points that you earned.



Weapons



Slapstick

An improved version of the Slapstick from the first Snowboard Kids. If you get hit with this, it will cause you to lose some of your coins.



Freeze Shot

This weapon will stop any snowboarder cold. The frozen snowboarder must then wiggle the joystick and repeatedly press the A button to recover faster.



Snowman

This weapon turns the victim into a Snowman. It has the added effect of bouncing off walls if it doesn't hit its intended target. If you are hit with this weapon, wiggle the control stick and press the A button to get out of it.



Ghost

The ghost will slow down the player in first place. If the player in first place uses the ghost, it will affect the player in second place.



Speed Fan

The lucky recipient of the Speed Fan will get a boost in speed for a limited amount of time. It's slower than the Rocket, but it lasts a bit longer.



Invisible

Just as the name describes it. This item will make your character invulnerable to all attacks except for rocks and walls. Note that ghosts still have an effect on your player while invisible.



Rat Face

With this item, the player can steal all the money from one of the other characters; usually from the person who has the most money.



Parachute

A favorite weapon to use on unsuspecting snowboarders. The parachute lifts the snowboarder high into the air and gently floats him or her back to the ground, causing the victim to lose precious time.



Bomb

A very powerful weapon that covers a wide area on impact. Just don't get caught up in the blast area when using it! This is the only weapon that can be shot backwards. It is invaluable if you are trying to protect a slim lead. (To shoot backwards, press the Z button while holding Down on the control stick.)



Whirlwind

Like the Snowman, this weapon bounces off walls. If you are the unfortunate victim of this weapon, it will cause you to drop any item or weapon that you may be carrying at the time—which, of course, can be picked up by another player.



Super Ghost

This has the same effect as the Ghost, but it affects all the players, not just one.



Rocket

Get ready for some serious speed with this item. It's way faster than the rocket, but it doesn't last very long.



Pan

The ultimate weapon to use against unsuspecting snowboarders. Whoever isn't invisible when this weapon hits is going to be in a world of hurt because it'll smash 'em like a pancake.



Super Rat

The super-duper improved version of Rat Face. This will take the money from all of the opposing players!



How to Get the Special Boards

First, you need to clear the Story Mode to access the Expert Mode. Only then can you access the Special Boards by clearing different stages in Expert Mode.



Poverty Board

Clear the Sunny Mountain stage to get the Poverty Board. You will lose money while using this board.



Feather Board

Clear the Turtle Island stage to get the Feather Board. It allows you to jump higher and longer.



Ice Board

Defeat the Single Town Boss to earn the Ice Board. It's a slippery board that's hard to control.



Star Board

Clear the Wendy's House stage to earn the Star Board, a great overall board.



Rich Board

Clear the Linda Castle stage to get the Rich Board. Coins will be attracted to your snowboarder when you use it.



Dragon Board

Defeat the Crazy Jungle Boss to earn the Dragon Board. It comes permanently equipped with the Wings and Rocket power-ups.



Ninja Board

Clear the Starlight Highway stage to access the Ninja Board. This board keeps you invisible at all times.



Charm Board

Clear the Haunted House stage and you'll get the Charm Board. You can't be ghosted while using this board.



High-Tech Board

If you beat the Iceland Boss, you'll get the High-Tech Board, which comes equipped with the fan.

New Techniques

Deflection

The best and most difficult technique to master is the Deflection. When an opponent shoots a weapon at you, you can reflect the weapon right back at them.

This is accomplished by

performing a Board Grab at the precise moment of impact. Basically, you have to time your jump and perform a Board Grab right when a weapon is just about to nail you; this will reflect the weapon back at the player who shot it.



Back Shot

If you have a bomb, you can shoot it backwards by holding the joystick in the Down position while firing it. You can also look backwards by pressing the R button; this will help you to aim your shot.



Acceleration

When you are at a dead stop, you can reach your top speed faster by pushing forward (Up) on the control stick while pressing the Jump button. This technique will help you to keep up when you fall down.



The New Trick System

Unfortunately, there are no hidden special tricks in Snowboard Kids 2. However, you do have the new Multiple Rotation System to contend with. It sounds pretty complicated, but it's more intuitive than the hidden tricks in the original Snowboard Kids. After releasing the A button to jump, if you press the A button repeatedly, you can rotate

as many times as you press the jump button. You can change the direction of your spins by pushing the control stick in the appropriate direction. Remember, the more spins you do in different directions, the more points you can earn. You can also add board grabs in the middle of your spins to gain even more points.





Course Tips

Sunny Mountain

This is a training course with gentle curves and easy jumps. Use Sunny Mountain to practice your techniques and stunts without having to worry about the other racers.



Turtle Island

Halfway through this course you'll find a shortcut to the left. This way is faster, but it's very narrow. Be careful to avoid the walls on the way down, otherwise you'll lose speed.



Jingle Town

Just past the halfway mark on this course there's going to be a fork in the road. If you take the right fork you will find a blue shop. On the left you'll find a red one. Choose which one you need and go for it!



Jingle Town Boss

Keep shooting bombs at the gigantic Snowman to take him down. If he reaches the bottom of the mountain, you lose. Once you get in front of him, shoot bombs behind you to get him. Watch out for the Snowmen he shoots out!



Wendy's House

Right after the faucet there will be several forks in the road. Here are the shops you can get if you take the routes listed: If you take a left at the first fork, you will come to a shop with two red items. If you take a right at the first fork, then another right at the second, you'll come to a shop with two blue items. If you take a left on the second fork you'll run into a shop with one blue and one red item.



Watch out for several jumps at the beginning and end of the courses; if you don't clear them, you'll fall into a pit and lose valuable time. Also, look out for the swinging pendulum because it can clock you! (No pun intended.)

Linda's Castle

At the start of the race there will be a shortcut to the right. If you manage to get to it, you can avoid going through two sharp turns that can slow you down. When you come to the fork where the statue is located, go to the right and you can get a blue item. If you go left you'll get nothing.



Crazy Jungle

When you get to the waterfall, be sure to pull off some insane trick combinations. If you do it right, you'll can pull in as much as \$1,500 in coins. After the waterfall, try to take the path to the right. If you manage to land both rail slides, it can shave precious seconds off of your time and put you in first place. However, it takes practice, so don't give up if you don't get it on the first try.





PART 1

Castlevania

by Ara Shirinian

From Konami Computer Entertainment Kobe comes the latest installment of one of my favorite series of games. Most of the classic *Castlevania* characters are intact (except for Frankenstein, who apparently bought a chainsaw to support his new hedge-trimming habit). The game also uses impressive arrangements of some of the music from the original *Akumajo Dracula X*; the original tracks are equally good. In this strategy guide I'll be covering the first half of the game for both characters.



THE WEAPON

...There are a few things about the attacking system in *Castlevania* that aren't readily obvious.

Because of the nature of the lock-on system, Reinhardt's normal attack will almost always whip in the direction of the nearest enemy.

(unless you're pointing him in a specific direction). Similarly, Carrie's fireballs are homing.

It's important to note that both characters' secondary (close range) attacks are

different as well. Reinhardt's attack tends to cover the area right in front of him, while Carrie's close range attacks cover her sides. Because of this, it takes a bit more skill to use Carrie effectively in close.

While the operation of Reinhardt's whip is straightforward, Carrie's fireballs are more sophisticated. Her attack range is considerably greater than Reinhardt's; however,

the fireballs in general are weaker. In order to use fireballs effectively, you will have to charge them by holding down the attack button. Without being charged, Carrie's fireballs lose their homing properties and are far too weak to serve as a useful attack. Fortunately, you can charge an attack without interrupting any other action except moving through a door. You can move around, perform jumps, pick up items, etc. while charging a fireball. Despite the homing properties, the fireballs almost never take the shortest route between you and the enemy. Because of this, it will take considerably longer for a fireball to hit enemies if you fire one while facing away from them.

In many parts of the game you'll find yourself having to attack and run away from something at once, which creates problems since this usually means you can't see what you're running from. (We'll go over camera views later.) If you don't care about this, then it's not a problem, since either character's attacks will home in on your enemies independently of





where the camera is. However, if you're like me and you like to actually see what you're doing, you'll have to make use of the lock-on button (R). Although you will have to stand still in order to use it, the lock-on button does one of two things: If there are no nearby enemies, it will snap the camera's location to right behind you. If there are enemies around, it will rotate your character to face the nearest enemy and snap the camera's location behind you.

In keeping with Castlevania tradition, the Cross seems to be the most useful of all the special weapons, since it has the potential to hit enemies more than once (and it usually does). You should reserve most of your special weapon use for bosses, for two reasons. First, your other weapons are usually sufficient for taking out smaller enemies. Second, special weapons inflict considerably more damage than your normal weapon, especially when it isn't powered up.

THE CAMERA EYE

The camera in this game seems to have a life of its own. You'll find the camera is fond of pointing itself in the least helpful places, especially in small rooms. It also likes to rapidly switch its orientation by itself at crucial moments, like when you're trying to jump across a chasm. However, if you're patient, it is possible to control the camera and keep it well behaved...most of the time. First and foremost, you should always keep the camera on the "Normal View" setting. The Battle and Action views cause the camera to drift around in all kinds of unpredictable directions and are more likely to screw you up. In "Normal View," the camera will tend to point in the same direction

you do...most of the time. It's important to use the lock-on button often to force the camera to point in the direction you're facing. This is crucial just before jumps. Sometimes, when the camera feels particularly temperamental, it will simply refuse to point in the correct orientation when the lock-on button is used. When this happens, you can try to hold down the view change button for a moment. This moves the camera into your character's head (you can look around also). When you release the button, the camera moves back out again, usually into a more reasonable position.



THE BIG MONEY

Starting in Stage 3, you'll find Contracts lying around in a number of places. Picking them up will allow you to buy items from the demon Renon. There are enough hidden items lying around every stage that a patient player can make it through the game without ever buying anything. Sun Cards and Moon cards are cheap, but they are useful only as a matter of convenience. There is no point in the game where you will have to have either card in order to advance. Roast Beef is more economical to buy than Roast Chicken. Healing Kits are only marginally more economical than buying all of the items which its effects provide separately. Remember, you can't carry more than 10 of each item. Here is a quick list:

Item	Price	Effect
Roast Chicken	1,500	+50% HP
Roast Beef	2,000	+80% HP
Healing Kit	3,000	+100% HP & cure all conditions
Purifying	500	Cure VAMP condition
Cure Ampoule	200	Cure POISON condition
Sun Card	500	Changes time of day to 6:00 AM
Moon Card	500	Changes time of day to 6:00 PM

SOMETHING FOR NOTHING

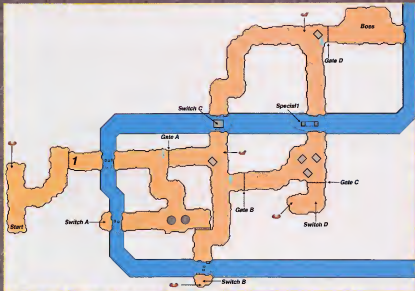
There are a ton of items hidden in different objects in each stage. While I've marked the locations of major items on the maps, there are items hidden inside a number of objects that don't appear as though they can be searched or destroyed. I'll point them out specifically later. The remainder of this month's strategy guide will focus on the first five stages of the game. All maps

give a top-view representation of the game, with lighter colored areas representing higher elevations than darker ones. All watery areas are colored blue. I have marked certain points on the map with numbers, which I will refer to specifically in each stage's accompanying text. Next month I'll cover stages six through ten!



Stage 1: FOREST OF SILENCE

In the first stage, there are four switches and four gates. Each switch will open the gate with its corresponding letter, as illustrated on the map.



Areas of Interest

There are four switches and four gates in this stage. Each switch will open the gate with its corresponding letter, as illustrated on the map.



POINT "I"

Just before this point you can open the gate by repeatedly striking the emblem in the center. Once opened, you'll see the first stage boss come out. Keep your distance if you can, as he doesn't have any long range attack and won't come at you aggressively. If you do need to move in to strike, don't stay close to him for too long. After sufficient hits, you'll chase him closer to the edge of the cliff over the river and he'll fall in.

SWITCH B

At this switch, you'll have to fight a mini boss. There isn't too much space to move here, and skeletons will still be coming at you. Make sure to keep him in your sights as you battle. The basic "stick and move" technique will be useful against most of the enemies you'll encounter.

SWITCH C

You'll have to approach this one from the far side of the cliff and climb down.





HIDDEN ROAST CHICKENS

There are two places where a roast chicken is hidden in a pedestal.



SPECIAL 1

Special Item 1 is located here. There's an invisible platform filling in the gap between the two visible ones, so you can easily reach it.



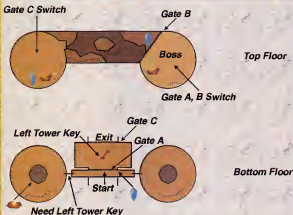
BOSS

This guy will attack you in the same way as he did in the first part of this stage. However, there will be two crazy skeletons on motorcycles coming at you as well. Deal with the motorcycles first and concentrate on the boss. After he's almost dead, his torso will disappear and his upper body will continue to attack. Try not to use a healing item during this battle since your health will be restored at the end of the stage.



Stage 2: CASTLE WALL

This stage is made up of an upper floor and a lower one. The right and left towers connect them, and the lower level can also be reached from the upper one by dropping down through a number of intermediate levels from the central part of the upper level. You'll first have to climb up the right tower and drop down from the middle, then you'll have to climb up the left tower and descend from the middle again in order to exit the stage.



Areas of Interest

BOSS

You'll encounter this pair of hydra atop the right tower. Each head takes damage independently of the other. What's more, after each head takes a certain amount of damage, it will start to breathe a different type of fire at you which is considerably more difficult to dodge than the fireballs it shoots out at the beginning. You will inevitably end up taking some amount of damage here, so be aggressive and attack both heads as rapidly as possible.



Castlevania



GATE A, B SWITCH

After you beat the boss, you can activate the switch atop the right tower, which will open up Gates A and B.

MIDDLE AREA

There are a number of holes in the floor which you must drop down. You'll end up next to the save point on the bottom floor.



SECRET ROAST BEEF

About halfway up the left tower, you'll reach a point where there is a set of four rotating green bricks with spikes on one side. You won't be able to see it normally, but there's a roast beef on a ledge attached to the inner wall of the tower that you can reach from this point.



GATE C SWITCH

When you reach the top of the left tower, you'll have a friendly conversation with Dracula and you'll be able to open Gate C which is blocking the stage's exit.

Stage 3: VILLA

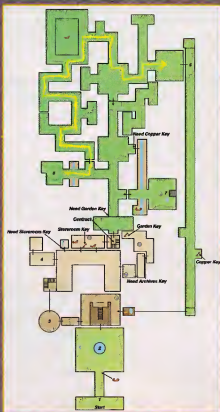
This stage is made up of two main areas: a house and a garden maze behind it. On the map, the brown colored areas denote rooms inside the house, and the green colored areas denote the garden area outside. Arrows connecting sections of the map indicate that you'll have to enter the door in the direction of the arrow first before being able to enter it from the opposite side.

Areas of Interest

POINT "I"

As soon as you begin the stage, some wolves will come out and attack you. Use the Cross (or other special weapon) to take them out quickly. But don't move after beating them. Just when you think there are no more enemies, a couple more wolves will come out. The sky will turn black briefly just before the last wolf comes out. Afterward, you'll be free to explore the vicinity without threat. Immediately to your right, you'll see a ledge attached to the Castle Wall that seems too high to reach.

There's actually an invisible platform beside it that will allow you to climb up.





POINT "2"

There's a fountain here with a bunch of items on top. They seem inaccessible, but if you look carefully there is a hexagonal platform in the water on the floor of the fountain. At midnight, this platform will rise from the floor up to the top.



HOUSE ENTRANCE

When you first enter the house, you'll have to fight a very weak vampire (use your special weapon). If you look carefully, you'll see a large chandelier hanging from the center of the room. If you go up the stairs partway and face it, you'll be able to attack and destroy it for a whole bunch of items.



POINT "3"

This is the rose garden. After talking to Vincent (see Point "4"), return here at 3:00 AM and you'll meet Rosa.

POINT "4"

This is Vincent's room. You will encounter him if you try to enter the small room beyond this one. He paces back and forth here during the day and he sleeps in the bed at night. If you return to him after speaking to Rosa, he will give you the Archives Key.

CONTRACT

This is the first point in the game where you can buy items.

POINT "5"

Here, you will meet Malus. As soon as the conversation ends, you will see two dogs come out and chase you; Malus will run away. Follow the yellow line in order to catch him at the end of the maze (Point "6"). While you run, a crazy Frankenstein with a chainsaw will join the chase too. The dogs are not very dangerous, but they tend to stop you from moving. Use your short range attack to quickly knock them down without having to stop moving. Frankenstein is the real threat as he can knock

about a third of your life off in one hit. Of course, you won't be able to kill any of them, they'll just keep coming back for more. Don't waste your time trying to beat them, just run! These three enemies will be chasing after you in all parts of the garden except the fenced-off area in the upper left corner, the long corridor on the right side and the area beyond the locked copper door. I recommend spending as little time in the garden as possible to reduce your chances of needlessly losing health.

POINT "6"

Once you reach here, Malus will disappear beyond a gate and you won't be able to follow him.

POINT "7"

After obtaining the Copper Key, you'll have to go back through the garden maze to reach this point. Use the save point here; beyond the door is an underground room (not marked on the map) where you'll have to face this stage's boss.

BOSS

Here you will have to fight both a male and a female vampire. Don't let them get close to you or they will suck your blood. The male vampire is more difficult to beat with Carrie because he moves faster than the speed of her fireballs. The torches lining the walls in this room, despite being a little high up, can be destroyed for items. As before, use your special weapons (preferably the cross) and keep your distance. The female vampire will transform into mist in order to try to confuse you. Use the lock-on button to face the right direction if you can't see her.





Stage 4A: TUNNEL

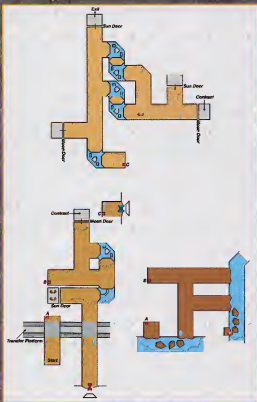
Reinhardt Only

This stage consists of a network of tunnels connected by elevators (red boxes on the map). There is also a gondola system in the cavern, with a Red station (the red "I" on the map) and a Blue station (the blue "II" on the map) you'll have to use in order to get out. Many of the rooms here will have Sun and Moon Doors. For each type of door, it will have to be the corresponding time of day in order for you to be able to open them. You'll encounter lots of spider-like creatures here. They will continuously come at you (except for a couple of them in your first encounter), so it's a better idea to run from them instead of killing them. There's no boss here either, so all you'll have to deal with is a few tricky jumps.

Areas of Interest

GONDOLA SYSTEM

You'll have to ride the Red Gondola from the Red station to the Blue station in order to progress to the second part of the stage. However, if you do not get off at the Transfer Platform and wait for the Blue Gondola, you'll just end up back at the Red station. While you wait, watch out of the yellow beams attached to the opposite side of the tracks. They will push you off the Transfer Platform and into the spikes below if you don't jump over them.



SECRET ROAST BEEF

Near the save point on the top floor, the Roast Beef marked on the map is hidden in a shovel stuck in the ground.

STAGE EXIT

In the last room before the exit, Reinhardt will have a conversation with Rosa.





Stage 4B:

UNDERGROUND WATERWAY**Carrie Only**

On this stage's map, the dark colored areas represent both pre-existing holes in the ground, as well as parts of the ground that will collapse if you step on them. Like Stage 4a, it's fairly short and there's no boss to fight.

**Areas of Interest****STARTING POINT**

Immediately after you begin, you'll come upon a hole in the ground that seems impossible to cross. There is a tiny ledge on the opposite wall that you can grab but not climb on top of. You'll have to make your way across to the other side while hanging.

**POINT "I"**

Once you reach this point, lizard men will emerge from the water and surround you. Retreat immediately so you're not threatened from all sides, then take them on one by one. After this point, lizard men will be continuously coming out of the water. As before, don't bother fighting them if you can help it. It's a little tricky in this area since there isn't much space to stand on.





WATERFALLS

There are two waterfalls here. Don't even try walking close to them, because if you so much as touch one you'll be immediately sucked into the current.



SWITCH 1

Stepping on this switch shuts off Waterfall 1.

SWITCH 2

Stepping on this switch opens the door. The path you'll have to take to reach here is tricky. While you jump from the platforms in the large room, watch out for lizard men; they like to appear and push you off as soon as you land. Take it slow and you'll do fine.

SWITCH 3

Stepping on this switch shuts off Waterfall 2.

STAGE EXIT

Before you leave this stage there'll be a brief event with an evil character, Actrise.



Actrise:
Only a child,
but a true Formidable.
A shame to kill her.

Stage 5: CASTLE CENTER

This stage involves more walking around and backtracking than any other in the game. It's also considerably more difficult than the previous stages. On the map, I've colored each floor differently.

Areas of Interest

STARTING POINT

The torches lining the walls of the first corridor can be destroyed for items.

POINT "1"

There's a cracked wall with a seal on it here. To remove the seal, you'll have to go to the top floor first. To the far right of this point, you'll find a box in the corner that can be destroyed for a bunch of 500 Gold bags. The torches on the walls in this room can be destroyed as well.



POINT "2"

Here, a blobby enemy will appear from the ground. Attack it quickly to destroy it easily. The stage's exit is also in this room, but you won't be able to access it yet.

POINT "3"

This is a strange looking room with gears on the floor and odd shaped platforms. It may be trivial to traverse now.

POINT "4" AND "5"

This is the first cracked wall that you can destroy. To do it, you'll have to get the Torture Chamber Key by talking to the lizard man at Point "5". With it, you can obtain the Mandragora from 1F. To save yourself some needless walking, after you get the Mandragora, drop it at Point "1" (which you will need to do eventually anyway), then go back and get another Mandragora to place at Point "4." You can then pick up some



Magical Nitro (be sure to save beforehand) from the room beyond Point "5" and place it next to the Mandragora at Point "4." This action will destroy the wall and you'll be able to pass through. Beyond this point, you can reach the highest point in the stage where you'll be able to remove the seal from the cracked wall at Point "1."

HEALING KIT

There is a rare Healing Kit hidden in one of the boxes in the same room where you can pick up Magical Nitro.



**POINT "6"**

This is the Library. If you climb up on the book cases you'll see there is a second floor you can reach. What's more, if you step on the mysterious-looking box on the second floor, an opening in the ceiling will appear that you can pass through.

POINT "7"

Here, you'll have to arrange three statues in the center of the room in order to remove the seal at Point "1." The arrangement is as follows:

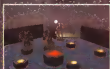
Statue Color Position

Blue 8

Gold 2

Red 4

Once you've accomplished this, you'll have to go back down to 3F, then up to 4F via the stairway near Point "3" in order to get to the opposite side of the Magical Nitro room. Now, you will have to carry the Magical Nitro all the way down to Point "1." Initially it will seem impossible, since you will die instantly if you jump or get hit while carrying the Nitro. If you're having a great deal of trouble, it might be useful to try practicing going through certain parts of the stage on the way downstairs without actually taking the Nitro with you.

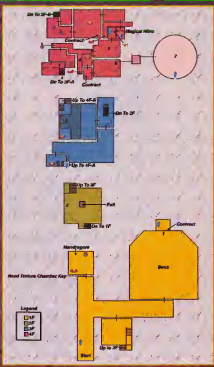
**BOSS**

Once you've carried the nitro down, and destroyed the wall, save your game first, then activate the big crystal in the same room. Immediately after you do this, you'll have to fight the first boss. This guy is much more challenging to beat with Carrie because he runs much faster than her fireballs. Basically, with Carrie you will only be able to successfully attack with fireballs when he's standing still. Either way, your special weapons will be useful here since the boss' defenses are so strong. The boss has only three attacks, but all of them are devastating. He's got two different kinds of lasers that spew out of his mouth; both can be dodged by jumping. To dodge the yellow laser, you'll have to jump just before he emits it; to dodge the blue one, you'll have to wait until it gets close to you to jump. Note that if you are near the rear of the boss the lasers cannot reach you. His third attack is a headbutt that will send you flying across the room. To avoid it, you'll have to slide away just as he initiates the headbutt. As he circles around the room, watch where you and he are running. Always try to circle around him to take his back side. If you don't, you'll be so close that it will be impossible to dodge the headbutt.

BOSS NUMBER TWO

After beating the first boss, save the game right away because you'll have to fight another! In the room at F1 just before the stairs, the second boss will appear. If you're playing as Reinhardt, you'll have to fight Rosa. If you're playing as Carrie, you'll have to fight another member of your family who has been turned into a vampire. The key to defeating Carrie's boss is to keep circling her and fire fireballs at the same time.

Rosa is slightly tougher, but both are a piece of cake compared to the last boss. After beating them, you'll be able to take the elevator to Stage 6.



Note that if you are near the rear of the boss the lasers cannot reach you. His third attack is a headbutt that will send you flying across the room. To avoid it, you'll have to slide away just as he initiates the headbutt. As he circles around the room, watch where you and he are running. Always try to circle around him to take his back side. If you don't, you'll be so close that it will be impossible to dodge the headbutt.





TETRIS

BY CHRIS BIENIEK

Designed by Soviet mathematician Alexey Pajitnov in 1985, Tetris is arguably the greatest computer or video game ever developed. Several "new" versions of this timeless classic have been released in the past few months, so we figured that this would be a good time to analyze some of Tetris' gameplay concepts and offer some advice on how to improve players' scores. However, since everybody knows how to play the game, we thought it would be interesting to take a closer look at specific in-game situations and find out how different players approach the endless challenge of Tetris. But first, let's take a look at the latest crop of Tetris games for various game systems. Remember, all of these titles attempt to build upon the foundation of the original game by adding different game modes and options, but each one also allows you to play the classic if-it-ain't-broke-don't-fix-it version as Pajitnov originally intended.

Magical Tetris Challenge

Capcom's first Nintendo 64 cartridge uses popular Disney characters and snappy music to make the Tetris experience even MORE engaging. Gameplay variations include the option of using far more complex, oversized Tetris pieces, but these are essentially a gimmick; the reasons why Pajitnov created a set of just seven shapes are rooted in game design concepts as well as psychological theory.



Tetris DX

Just as Tetris helped to launch the original Game Boy, Tetris DX arrived with the new Game Boy Color to hypnotize a whole new generation of portable game players. The coolest feature of this cartridge is its extensive battery-backed memory; the game keeps running stats for up to three players and retains the top three high scores in each of ten difficulty levels for three different game modes!



Tetris Plus

Before Mickey Mouse got involved, Tetris Plus had the most "personality" of any Tetris variant. The Puzzle mode's Mario-like professor is an endearing character; you gotta love the way he yells, "Oochi!" when he tumbles to the bottom of the screen. A real gem for Saturn and Game Boy fans, Tetris Plus is also an affordable PlayStation find, having been reissued as one of Sony's low-priced "Greatest Hits" titles.



Extra: New Tetris games available in Japan only!

The Next Tetris

New for the PlayStation in Japan, The Next Tetris has a wild two-player competitive mode; when you score a Tetris, your opponent's side of the screen turns completely around, leaving his or her playfield flipped horizontally.



Tetris 64

This new version of Tetris for the Nintendo 64 includes a biofeedback option; a special sensor clips to your earlobe and the game's difficulty level is adjusted by monitoring your pulse rate through the controller port. Crazy!



Tetris 4D

Every system has to have a version of Tetris for the sake of familiarity, and Sega's new Dreamcast is no exception. Released in Japan last December, Tetris 4D allows up to four players to participate simultaneously in classic Tetris action.



HOW THE EXPERTS PLAY TETRIS

Tetris has a unique grip on the mind of a video game player. Its addictive qualities have caused unusual reactions that are eerily common to players of all ages and experience levels. Do you remember the first time you played Tetris? Most first-time players experience a strange phenomenon on that first day; specifically, you probably went to sleep that night and saw imaginary Tetris pieces falling through space when you closed your eyes.

Another common tale: You're watching someone else play Tetris, and as they drop the pieces into place, you're sitting there thinking to yourself, "No, don't

put it THERE! Put it over THERE, dummy!" Some experts have theorized that the way a person plays Tetris may provide some kind of insight into his or her psychological make-up, much in the same way as psychologists use word association and inkblot tests to find out more about their subjects.

This is the foundation of the "strategy" information on the following pages. There really is no right or wrong way to play Tetris; however, we decided that it would be fun to come up with some typical Tetris scenarios and find out how different players would react to those specific situations...and compare the re-

sults. We created a set of photos—screen shots of Tetris games in progress—and asked our panel of experts what they would do if they were playing the game in each photo. In other words: Here's the playfield, here's the piece that's falling, where would YOU put this piece? It's not easy to change the way you play Tetris—especially if you've been playing for years—but if you compare your own gameplay decisions to the responses our panelists have given, you'll get some real insight into the mind of a fellow Tetris player...and hopefully pick up a few pointers that will improve your game.

THE TIPS&TRICKS TETRIS PANEL



Thor AACKERLUND

Tetris master Thor Aackerlund was crowned the winner of the 11-to-17 age bracket in the Nintendo World Championships back in 1990; old-

school NES fans will recall that Tetris was one of the three games featured in that nationwide tournament. His supremacy as a video game player was further proven when he defeated the winners of the NWC's under-11 and over-17 champions in an informal match just after they earned their respective titles. Tetris is Thor's forte; put simply, he's the best Tetris player we've ever seen.

Thor's Tips: "Avoid getting more than one 'pit' developed, as it makes managing the stack quite a bit more difficult.

"Often, you can drop a piece sideways over the top of

your main drop zone, and as long as you line it up correctly, you will clear a line and end up with a flatter stack. Also, this may help you burn a piece that otherwise would create a hole or an unwieldy tower.

"Generally, the flatter your stack, the better.

"Until the speed accelerates to the point where it becomes nearly uncontrollable, the best place for the drop pit is on one of the far edges.

"Get used to the 'next piece' preview, and always factor it in to your placement decisions; it provides vital information to logical play.

"If you start having Tetris nightmares, reduce playing time by a large percentage!

"In the Game Boy and NES versions, you can achieve greater speed in moving the pieces from side to side by tapping the D-pad very rapidly. This allows you to maintain control of placement in situations where simply holding the D-pad to one side does not shift the piece quickly enough."



Jason WILSON

Tips & Tricks Associate Editor Jason Wilson was a semifinalist in the Nintendo World Championships back in March of 1990. While participating in

the NWC, Jason met and picked up some playing tips from Thor Aackerlund—which was the Tetris equivalent of getting some battling tips from Mark McGwire. He may be known to our readers for his fighting-game expertise, but Jason's passion for Tetris has been burning for a decade. His initials still stand at the top of the high score table of the Tetris arcade machine in the Fun-o-Rama arcade in Miami—

more than seven years after he made his mark.

Jason's Tips: "Don't just build all the tetrads up in hopes of getting a long line. Build them up to a safe point—eight to 10 levels of blocks—then set up upcoming blocks by placing the outer edge of the tetrads over the right side of the mountain of blocks. This will directly prepare you for a Single or Double; when a long piece appears, you can build, then repeat this procedure. When you're building a structure with an open column on the side of the playfield, it's also very important to make sure that the column of blocks that's right next to the open space is not as tall as the remaining columns on the screen. If you set the screen up this way, you can shave off one or two lines from the top of the structure without blocking off the open space while you're waiting for that long piece to appear."



Alexey PAJITNOV

It is a great honor to have the creator of Tetris, Alexey Pajitnov, contributing to this feature. Pajitnov designed Tetris while working in the Computer

Center of at the Moscow Academy of Science. As an employee of the Soviet government, he was not allowed to benefit financially from his most popular creation, which

has sold millions of copies worldwide. However, he was able to pursue a career as a game designer by following the success of Tetris with titles like *Wettris* and *Matris*, eventually relocating to the U.S. to found his own development company. He's currently designing puzzle games for Microsoft.

Alexey's Tips: Unfortunately, the creator of Tetris is far more interested in the design of his games than he is in actually playing them. "I'm not so hot at Tetris," he explains. "I can't say I'm a bad player, and I can't say I'm a good player. I'm absolutely an average player."



this piece?



Scenario 1



Thor



Jason



Alexey

Half filled with blocks, a scenario like this one can be an unnerving to an amateur Tetris player.

Thor: "A simple one; just avoid gapping. It's only a '12 tower.'"

Jason: "At this point, it's good to keep the lines down as far as possible. Putting the piece where I did will eliminate one row; no matter what the next piece is, it will have a decent spot available to it."

this piece?



Scenario 2



Thor



Jason



Alexey

Thor: "This one feels bad, but it's somewhat better to create a mild tower in this case to avoid a gap. If the stack was much higher, a single gap might be a fair bet."

Jason: "You've gotta keep those towers down, especially if your playing style is not very fast. The single gap that I left open on the right side will lead to a Tetris within four or five moves."

this piece?



Scenario 3



Thor



Jason



Alexey

Thor: "A common dilemma; the block with no home. With my placement, you have a fair chance of getting the 'T' shape to slide under it and erase the gap."

Jason: "Sometimes, the square piece can be the hardest to find a place for. You've got to play it safe in this situation. Make sure you always have a 'back-up' piece for every remaining gap."

this piece?



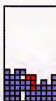
Scenario 4



Thor



Jason



Alexey

Thor: "This looks like it could be another ugly situation, but it's not too severe. I recommend taking the lower lines out first to make more sense of the situation."

Jason: "Only one block ends up being covered on the right side, allowing you to exploit the safe point of keeping the column down; now every remaining possible tetrad can be placed in a perfect position."



this piece?



Scenario 5



Thor



Jason



Alexey

Thor: "This is a risky move, but placing it here is a good way to learn how to learn to clear certain lines in order to achieve a more stable stack."

Jason: "By placing the 'T' at the bottom, I eliminate one line and there's only one block left for me to get rid of before I can begin to set up my next Tetris. Once again, every subsequent piece has a perfect fit available."

this piece?



Scenario 6



Thor



Jason



Alexey

Jason and Thor agreed on the placement of the piece in this scenario as well as the resolution of Scenario 7.

Thor: "Looking at the general situation, placing this 'L' piece here on the left creates a way to level the stack with the help of an 'S' shape or two."

Jason: "It also keeps the column on the right side open, which is a good fundamental strategy."

this piece?



Scenario 7



Thor



Jason



Alexey

This is the only scenario in which all three players put the piece in the same location.

Thor: "This is bad...but there is no doubt that the #1 priority here is to get those gaps opened and filled, so away it goes to the deepest pit."

Jason: "Here you're gaining one line and setting up for a Tetris, which removes the left column and brings the stack lower with only a few moves."

this piece?



Scenario 8



Thor



Jason



Alexey

Jason: "Most people would put this piece to the left side where it would not fit, leaving the column open for a Triple. I'd put it directly above the column; you have a much better chance of getting a piece that fits in the column to the left, setting you up for a future Tetris. This way you can build a standard column to the top and none of your tetrads will be out of place."



Tetris

Where would YOU drop this piece?



Scenario 9



Thor



Jason



Alexey

Thor: "Once again, you have to avoid creating an extra pit that is three or more spots deep, so the only way to make this go smooth is to line it flat and then wait for a 'T,' or the correct 'S' or 'L' to erase the new gap created by this 'temp' fix."

Jason: "It looks like I'm taking a big risk, but most upcoming pieces can slide freely into the space on the right side, keeping the column open for a Tetris."

Where would YOU drop this piece?



Scenario 10



Thor



Jason



Alexey

Thor: "Easy ... take the gap and avoid getting these horrid towers any worse than they already are."

Jason: "Dropping the block at this point leaves you in a position where six of the seven possible tetrads will be easily placed. Long lines are not a necessity yet, and you are still able to build the stack freely without worry."

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SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of Select Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tas & Tazoo Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



NEED FOR SPEED: HIGH STAKES

Electronic Arts • March • 1-2 Players



The car manufacturers and body styles to be licensed for use in High Stakes have yet to be announced, but we can tell from these photos that EA is probably wrapping up negotiations with Ferrari and BMW as you read this.



The changing weather conditions, time of day and car damage aren't just fancy graphic effects; they all influence your vehicle's performance.

Fans of Electronic Arts' Need for Speed series should start saving their dough. Need for Speed: High Stakes is expected to hit stores at the end of March. Expect lots of audio-visual improvements and the gameplay tweaking that sequel's usually enjoy, however, one of the key elements of this new game's design involves environmental effects and the way your car responds to them. Money is an important factor in the game's tournament mode; you need to earn cash by winning races and use it to buy new cars and repair damage to the older ones. You'll also have the ability to customize vehicles with new body kits, performance enhancements, tricked-out paint jobs and even vanity license plates! What's more, the "Pink Slip" mode lets you use your custom hot rod to compete head-to-head against a friend in a winner-take-all race—that's right, if you win, your buddy's customized car gets deleted from his memory card and added to yours! Other new features include random track modifications (like icy patches or even landslides) that can surprise you as you're cruising through familiar terrain. Last year's "Hot Pursuit" police-chase mode is back—but this time, you can choose to control the suspect or the law officer! EA has really tried to incorporate ideas suggested by Need for Speed fans, like turn signals and hazard lights, lots of little touches like these are evidence. Lookin' good!

CORRECTION: Last issue, we incorrectly indicated that Ace Combat 3 was to be published by Sega. The way, of course, a slip-up, as Ace Combat is obviously a Namco franchise. Our apologies to Namco for the error.



EHRGEIZ

Superbrawl • Possible 1999 • 1-2 Players



God bless the Ring... and Dream Factory, too. The team behind Total 2 has ported its 3-D arcade fighter to the PlayStation. In the transition, Dream Factory has added a load of extras and bonus characters. We're sure you remember the fighting paradigm of Ehrgeiz (if not, see our June '98 issue) so let's get down to the real goods. For starters, there are four mini-games you can play. These are Infinity Battle, Battle Runner, Beach Battle and Battle Panel. When playing Infinity Battle mode, you choose your fighter like normal but you only fight one consecutive round per fighter. At the end of each round, you earn extra energy on your life gauge. Each time the meter becomes full, another heart appears. Your game ends when you run out of energy. Battle Runner is basically a race around a track. Same deal here, choose your character and go. You can beat your opponent silly, but you still have to complete the required laps. Beach Battle has three games in one: Battle Dash is a simple race against your opponent, Battle Flag is a short distance dive versus your opponent. Battle Hurdle is another racing game, but now you must also hop over random logs on the beach. The last mini-game, Battle Panel, is the most addictive. If you've played Othello then you know how to play Battle Panel. The only difference is that there are no turns and you can bump your opponent before he reaches a panel he's likely to switch. The Quest Mode is much like it was in Total No. 1 but much more diverse. Choosing Kouji Minado or Clair Andrews, you must conquer Godless the Dungeon. The game remains smooth 30 frames-per-second in high resolution—even in Quest Mode, inside the local village you can rest at the inn, eat at a restaurant or speak with the village people (Y.M.C.A.). Both Kouji and Clair become selectable fighters in Arcade mode. Speaking of which, Final Fantasy VII fans might be tempted to pick up this tasty import. Besides Cloud, Django and Tifa, Ehrgeiz also includes Sephiroth, Vincent Valentine and Yuffie Kisaragi. We're sure there are more secret characters; they just have to be unlocked. As of this writing, there are no plans to bring Ehrgeiz stateside. Keep your fingers crossed. Hopefully a suit and tie somewhere will make the decision of releasing in the U.S. We deserve it. To this day Annette and Tyrone will mope around the office because of Total 2. Of course, they have their report versions, but they would enjoy to play more than just by themselves. If we hear anything concerning a U.S. PlayStation release of Ehrgeiz we will fill you in. Maybe Namco will look like Ehrgeiz for the U.S. since it did release the arcade kit piece.

1 One of Ehrgeiz' new mini-games includes the Running Game. It's like Super Sprint without cars. The main goal is to complete the total number of laps first.

2 See the long meter across the top of the screen? Once Godhand gets another hit his opponent will be dizzy for a short period.

3 Kouji, one of the original characters, battles a huge squid in the all-new Quest Mode.

4 Clair Andrews speaks with the bartender at the local restaurant.

5 Inside Godless the Dungeon Kouji battles hordes of monsters.

6 The Battle Panel mini-game is like a fighting version of Othello.

7 New to Ehrgeiz, Sephiroth racing against Yoko in the Beach Battle mini-game, Battle Dash.

8 Sephiroth digs hard to reach the flag before Yoko in another Beach Battle mini-game, Battle Flag.

9 Seen here, Yoko trips over a random log in the last Beach battle mini-game, Battle Hurdle.

10 Cloud hammers Ken Wilschme with a quick hit in the Infinity Battle mini-game.

11 Our team Avelanche member takes a hit from Yoko.



Select Games
Select Games
Select Games
Select Games





LEGEND OF LEGAIA

SCA • Available Now • 1 Player



Hiho, my name is David Ogle. Who might you be?

Wild Arms fans will be happy to know that Sony has picked the rights to release *Legend of Legaia* domestically. Originally developed by Contrail (a subsidiary of Sony Computer Entertainment), both *Wild Arms* and *Legaia* share the same producer. The "Tactics Arts System" used in *Legaia* is truly original. This active battle system allows for speedy transitions from player to opponent and back again. All commands can be accomplished by using the D-Pad. For instance, to use an item, you press Up on the D-Pad; to attack, press Left. From here you can press any combination of directions (Up, Down, Left, Right) to attack with a various combo. These attacks register individually and can vary in effectiveness from character to character. Battles take place in a fighting game-like scenario with fully polygonal characters and backgrounds. Much like *FFVII*, each character in your party can learn new attacks with original animation sequences. The quick battle system is a great break from the usually slow pace found in most RPGs. You can complete your commands in less than two seconds if you know what you'd like to do. The story of the land of Legaia unfolds as Vahn and his friends Noa and Gaha attempt to find the seven Genesis trees waiting throughout Legaia. These sacred trees are the only things that can make the evil mist overtaking the land subside. Each of these trees must be revived in some way and it's up to Vahn to find out how. Sony promises the usually long quest we've come to know and love in PlayStation RPGs. Send in those Select Games Response Cards if you'd like to see a strategy guide on the!





NBA SHOWTIME

Midway • Available Now • 1-4 Players

The NBA has been pretty lame this year, but that hasn't stopped Midway from making this absolutely stunning basketball game called NBA Showtime. NBA on NBC Midway released NBA Jam '99 on the N64 last winter but it wasn't the over-the-top, in-your-face, two-on-two basketball game that people have come to expect from the NBA Jam name. NBA Showtime brings it all back, but with tons of new features. This time you can play up to a three-on-three game, thus opening up the court for some crazy passing plays. You'll also be able to create your own players with the new player edit system. Expect to see some zany secret characters as Midway follows the NBA Jam tradition. The first thing we noticed was the incredible detail; all of the players look like their real-life counterparts! A true NBA fan will really appreciate the amount of detail given to the players; no other basketball game even comes close! And more importantly, the gameplay is way over the top. Run and gun three-pointers, super hang time dunks, alley-oop slams and almost any other Chick Hearnism you can think of. There are no fouls, so you can do stuff like knee your opponent as you go in for a monster slam. (You hear that, Karl Malone!) The NBA may have let you down this year, but this game should bring back some of that playoff fever that you so dearly miss.

Hundred of players' faces have been individually modeled and texture-mapped. Wicked!

Asleep at the wheel? We'd say so, as Kobe goes up for the easy dunk. Look at the sheer detail—simply amazing!



You know Midway will include a host of secret characters. Here's one to make Granddads proud.



POWER STONE

Capcom • Available Now • 1-2 Players



Leave it to Capcom to take the brand-spanking-new Naomi board and design a game that really makes you want to like the Dreamcast architecture. Okamoto-san and crew have obviously studied hard. Power Stone utilizes a ton of elements seen in other fighting games and adds its own unique flair and style. The best way to describe Power Stone is Pocket Fighter meets Bylege. Like the latter, you can move freely in 3D space. To an even greater extent than Dream Factory's offering, Power Stone really gets you into the world by making practically every object a potential weapon or tool. Some arenas are completely enclosed. Inside these arenas, you'll grab boxes, climb structural beams or even cling onto the ceiling overhangs. Power Stone owes its combo and "gem" system to Pocket Fighter. Starting with the Punch button, you can perform various strings by alternating between Punch and Kick. When you've collected three Power Stones (Red, Yellow and Blue), your character will don his or her Power Stone gear. At this time, you'll be able to do some serious damage. I hope you're sitting down for this next one. There is no blocking in PS. The only way to not get hit is to avoid your opponent's attacks. This creates quite a hectic pace for battles. The only downer in PS is the smaller-than-usual cast of characters. There are eight standard fighters with some expected time-release combatants.



Select Games
Select Games
Select Games



CALIFORNIA SPEED

Midway • April • 1-4 Players

SPEED
California

The popular arcade title from Atari Games, *California Speed*, is finally making its way into your home! The new N64 version will come with a whole new set of features, thus adding a whole new life to this crazy racing game! The game will have a total of 14 unique tracks which will take place in—you guessed it—California. You can engage in four-player mayhem and race through places like Los Angeles, San Francisco, Silicon Valley, Yosemite, the Mojave Desert and more. With so many diverse terrains in California, you'll get to experience everything from desert drag-racing to snow-capped ice-slashing! More than fifteen cars will be selectable when you count some of the secret cars you can earn. Arcade veterans of the game will be pleased to know that the home version will have a whole new set of short-cuts for every single track, so don't rest on your laurels! Reversed mirror tracks will also become available as you beat the game, giving you even more replayability for your buck. *California Speed* will utilize the same engine as *San Francisco Rush 2.0* expect to see some new and improved physics in the game. With the success of the *Cru'n'n* and *San Francisco Rush* series, this title should be another market seller for Midway.



SHAOLIN

THQ • March • 1-6 Players

With the very sad premature death of Virgin's *Thrill Kill*, *Shaolin* will enjoy being the very first four-player fighting game for the PlayStation (excluding those wrestling games, of course). Originally slated for a November '98 release, Polygon Magic, the developers of *Shaolin*, Lin, decided to fine-tune it a little more. Much like Square's *Tobal 2* and *Chivalry*, the game will also feature an unique RPG adventure, where each character will learn more moves as he or she matures through the story. The change will also be visible as each character matures from a child to a full-grown adult! Four human players will be able to play simultaneously, but with the addition of two more computer-controlled characters, you can have up to six characters on screen at one time! Six different martial arts styles can be learned, thus adding depth to the arsenal of moves your character can acquire during the course of their training. Anime fans will get a kick out of the fact that the character design is done by Hiroshi Sano, a major artist in the ever-popular *Gundam* series. Will *Shaolin* make us forget about the terrible loss of *Thrill Kill*? We hope so!



Time to get your multi-tap out and dust it off for some four-player face smashing! Did someone say *Thrill Kill*?

Wait a sec and! Isn't that the girl in another very popular fighting game?





KNOCKOUT KINGS

Electronic Arts • June • 1-2 Players



With an all-star cast of famous boxers from years past and present, EA's *Knockout Kings* is a ringmaster's dream. Imagine putting Holyfield and Ali into the same ring and seeing who will remain standing! PlayStation owners have already been able to put on their gloves for this one, but N64 owners will soon be able to play a revamped version. The PlayStation version got some criticism for being a little sluggish and at times was even accused of using nothing more than a spruced-up version of the fighting engine in EA Sports' *NHL* series. Fear not, the N64 version is being developed by Black Ops, which plans to give it more speed and bring a whole new arcade feel to the game. Unfortunately, George Foreman and Mike Tyson will still be left out for licensing reasons, but that shouldn't stop this from being the ultimate boxing game for your N64. Heck, when was the last good boxing game for any system? *Super Punch-Out!!*? There won't be any ear-biting moves, but you can bet with the new arcade style that there will be plenty of over-the-top uppercuts and cross-counters! As Mills Lane would say, "Let's get it on!"



ALIEN RESURRECTION

Pes • May • 1 Player



ALIEN RESURRECTION

surrounding background will be highly interactive, allowing you to smash anything in the area. It's a race against time and the Aliens! After all, we are not alone!

The much-awaited title from Fox Interactive, *Alien Resurrection*, is finally making some progress. Based on the movie of the same name, the game takes place on the doomed military research vessel *Auriga*. Dr. Wren, a psychotic scientist, is doing cloning experiments with our beloved alien critters. Angry aliens decide to invade and kill all the survivors of *Auriga*. That's where you come in, to save the fate of your fellow marines. Choose any of the five playable characters: Ripley, Call, Johnson, D'Staphano or Christa. You'll be equipped with an arsenal of deadly weapons as you shred some alien meat on all of the game's 13 massive levels. Each level is a mission-based so there's more to the gameplay than just being trigger-happy. With the help of "Father", the spacecraft's information computer, you'll be instructed to carry out certain tasks in order to destroy Dr. Wren's horrible creations. The game's story and design is being closely monitored by the film's production team as it is being developed, so don't expect another sorry game that merely uses a movie license. The architecture, sound effects and dialogue are all being directly shaped from the movie crew. Realism is what Fox is aiming for. The

all being directly shaped from the movie crew. Realism is what

Fox is aiming for. The surrounding background will be highly interactive, allowing you to smash anything in the area. It's a race against time and the Aliens! After all, we are not alone!





SHENMUE

Sega • Q2 '99 Japan/Q4 '99 US • 1 Player

There's no gun, no sword, no magic. No Shenmue, just pure, gritty, unadorned, winning... deflation. Sign me up, sign!



AM2 refers to the game's genre not as an "RPG," but as "FREE"—an acronym for fully Reactive Eyes Entertainment. Alrighty, then!



"A god-like world come to life in your television."



A top-priority Dreamcast project shrouded in secrecy, *Shenmue* was at last unveiled before an anxious gaming public in Japan on December 20. Formerly code-named "Project Berkeley," *Shenmue* is the first attempt at an original console-dedicated game by Sega's legendary AM2 arcade team. AM2 frontman Yu Suzuki came up with the idea nearly five years ago, but abandoned the project at an early stage due to the then-existing hardware limitations of the Saturn. As preliminary planning of Sega's next-generation Dreamcast hardware began to take shape back in mid-1996, Suzuki realized that his power-lusty game concept could at last become a reality.

Styled as an action/RPG game, *Shenmue* takes place in present-day Japan and China. This, is, by no means, your typical, run-of-the-mill RPG. It may be hard to believe, but just when we thought we'd seen it all by playing *Sonic Adventure*, along comes *Shenmue*'s real-time graphics...they completely and utterly edify them (does four million polygons per second sound like a plan?) Imagine huge, sprawling environments filled with over 500 different characters to interact with, imagine a world where characters don't just stand around like zombies waiting for you to talk to them. Each citizen actually goes about their own daily routine; they go to work, stroll through shopping districts to purchase goods and even sleep at night. Characters speak in audio, not text, and rarely repeat the same sentence twice, no matter how many times they are approached for con-

Yu Suzuki's arcade credentials are enormously impressive. Works include *Space Harrier*, *Hang-On*, *Daytona*, *Virtua Cop* and *Virtua Cop 2*, not to mention the entire *Virtua Fighter* series.



▲ Just look at the detail in this market scene.



The Quick Time Event (QTE) system is a new feature in Shenmue. It's a way to make the game more cinematic and to make the player feel like a hero.

versation. Sound good so far? That's just the tip of the iceberg. In many ways, *Shenmue* is so close to real life, it's almost intimidating. The player controls Ryo Hazuki, the game's leading character. In order to survive, Ryo must earn money for food and other assorted items, just as a person would in the real world. Ryo can obtain currency by searching areas in the game, by gambling and even—get this!—by working! Performing odd jobs—such as moving crates in a warehouse—is just one method in which Ryo can pick up extra cash. More amazing details: Working in sync with a controller-docked VMU, the game's environmental settings change in

real-time. Turn on *Shenmue* at 5:30 AM before heading off to school, and it's morning in the game! Stay up late on a Saturday night to play and—yup, you got it—it's nighttime in the game, too! Weather changes, as well. Thunderstorms, fog, you name it! Unbelievably, even snow can accumulate over a period of time. A god-like world come to life in your television, and through it all...total freedom of movement.

But what fun would a game like this be without some serious conflict? There's plenty of opposition in *Shenmue*, that's for sure, and here's the lowdown. At various pre-determined trigger-points, the game switches over to what AM2 calls "Quick Time Event" mode. As an action sequence begins, the screen starts flashing a series of arrow prompts, not unlike classic isometric games of old (*Dragon's Lair*, anyone?). The idea is for the player to time button presses with each on-screen prompt. The player is afforded but a fraction of a second to make each correct decision or face tragic consequences. Quick Time Events can involve anything from dodging deadly obstacles to pursuing a character through an alley to fighting entire groups of enemies. Speaking of enemies, one demonstration showcased at the game's unveiling depicted a segment in which Ryo made a wrong turn in an alleyway, resulting in a confrontation with a murderous gang. After a brief exchange of words, one of the gang members proceeded to get up in Ryo's face. A series of properly-timed button presses over all it took for Ryo to block the antagonist's first strike, duck a second one, and then counter by grabbing the goon's arm to send him crashing head-first into a nearby fruit stand. One by one, the remaining gang members moved in for the kill as Ryo worked his skills to the max. Yu Suzuki and the entire AM2 staff are definitely onto something big here. From what we've seen and heard so far, *Shenmue* has the potential to revolutionize the way all future action/RPGs are constructed. There are dozens of impressive gameplay features in this title, the likes of which players have only been able to dream of until now. Kinda fitting, isn't it?

Time keeps on slippin' into the future! As you progress through the game, the ambience shifts ever so slowly. The result is much more subtle than the time change effect present in *Zelda: Ocarina of Time*.

Sunrise



Mid-Day



Sunset



Night



LAST MINUTE GAMING INFORMATION...

• After completing the jaw-dropping *Sonic Adventure*, Yui Naka and the Sonic Team are reportedly working on *NIGHTS 2* for the Dreamcast. If it's as impressive as *Sonic Nights* 2 should help generate additional frenzy for the Dreamcast's official American debut on Thursday, September 9th.

• Connectix, a Macintosh software company, has created a *PlayStation emulator called Virtual Game Station* for use on Macs with G3 processors. The shocking news came out of January's MacWorld expo where Connectix was selling preliminary copies. Apparently, the emulator works with most PlayStation games, but some titles suffer from slight slow-down problems. Steve Jobs hinted that it may even come as pre-packaged software with the new line of iMacs. Of course, that's if Sony doesn't sue them into oblivion first!

• Capcom is rumored to be secretly working on *Resident Evil* for the Nintendo 64! It's unclear whether this will be an exclusive edition of *Resident Evil* or merely a port of the same old PlayStation title. After finishing up work on *Magical Trini Challenge* for Nintendo's system, Capcom expressed some hesitation in making another N64 game, so we'll see if there's any leverage to this rumor.

• Shigeru Miyamoto is reportedly busy at work on the sequel to *Zelda: Ocarina of Time*! How it will look, and play is still a mystery. Heck, the company isn't even sure which platform it will end up on, N64 or the big N's next machine. This definitely explains the lack of any Super Mario 64 announcement.

• Bandai was pursuing Sega to obtain support for its new hand-held machine, the *WonderSwan*, but was rejected in favor of SNK's Neo-Geo Pocket. Now Bandai is looking to Sony to arrange compatibility with the PlayStation.

• Unfortunately, more Dreamcast delays have risen up to haunt Japanese gamers. Hudson's *Kits X* (To the North) White Aluminum has been delayed until March while Climax's *RPG, Clear Landers*, got pushed to a June release date. The good news is that Sega recently confirmed rumors of *The House of the Dead 2* for a March DC release. Hopefully, this good news will not turn bad quickly (we don't wanna feel the wrath of Tyrone!)

• Westwood's huge cult classic for the PC, *Command & Conquer*, will be re-released for the N64 later this year via Nintendo. It will feature four-player simultaneous play. Nintendo has been trying to attract an older gaming audience to the N64 by focusing turn-based strategy games like *Ogre Battle 3* and *Starcraft*.



• Sony of Japan started its huge ad campaign for *Puissance the Rapper 2* (working title). The game is expected to be released in Japan in March. A U.S. release will probably follow a month later. Look out for another derivative strategy from *Tas & Taz* later this year!

• It's a bit ironic, but Konami's *Survivor: Day One* couldn't survive its own production. The N64 game was scheduled for a first quarter release this year. Production was reportedly moving too slowly and the game was considered to be on the "unramping" slide. The good news is, Konami is planning to release a PlayStation version of its very popular arcade game, *Dance Dance Revolution* this Spring in Japan! A floor-pal will also be sold, allowing players to stomp on it just like in the arcade.

• Columbia Pictures has reportedly secured the rights to do a *Doom* movie! Spoken fanatics should be delighted to know that Todd McFarlane will be heading the project as Executive Producer! We hope the movie doesn't turn out like those goofy novels!

• In baseball news, Sammy Sosa of the Chicago Cubs signed with EA Sports to be the guy on the box for *Triple Play 2000*. Acclaim signed Derek Jeter of the New York Yankees to be their spokesperson for *All-Star Baseball 2000*. We'll see who sells more copies: the home-run king or the World Series champion!

• THQ is already busy at work with *Runes of Magic: Circuit Pro Bowling 2*. The title is expected to ship later this year.

• Rare has finally shed light on the progress of *Donkey Kong Country 64*. A company spokesperson admitted that the project is definitely well under way. Nintendo has not said yet when the title might be released, but this is good news since people started to wonder whether the game was ever going to be released.

• Nintendo will continue the *Pokémon* frenzy by releasing *Pokémon Yellow* and *Pokémon Pinball* for the Game Boy Color. *Pokémon Yellow* is similar to the *Pokémon* games available right now, except Pikachu walks around with you just like in the show (he likes to be trapped in a monster ball!) Also included in *Pokémon Yellow* are several mini-games like "Pikachu Surfing!"

• Electronic Arts decided to scrap *The Need For Speed* for the N64. The engine that was being used for the project existed inside *Adventure Racing* for the N64. It will be the first game to carry a Volkswagen license.

• It's no joke: the National Security Agency has put a ban on *Furbies* in all NSA headquarters throughout the nation! Apparently, the little furry guys are deemed to pose a serious threat to national security. Apparently, with its high-tech 200 word vocabulary and recordable chips, *Furbies* have the potential to be a convenient spying tool. The last thing the government needs are *Furbies* spewing tons of classified information to evil dictators like Saddam Hussein!

• To the delight of Chris, a *Pepsiman* game is on its way to the PlayStation in Japan by a company called KID. No release date has been set as of yet. No word on what it'll play like, either. KID, however, has been known to make plenty of strange, perverse games for the Sega Saturn, so we'll see!

• Have you seen Scott Savran? Walter Day, editor of the famous *Twin Galaxies Official Video Game & Pinball Book of World Records*, has been looking for Scott Savran for over a year. Back in November 13, 1992, Scott scored a world record 41,336,640 on *Asteroids* at the All-American Billiard Company in Newton, Pennsylvania. Since he also holds the unusual distinction of retaining an unbeaten high-score record for seventeen years, *Twin Galaxies* has been trying to locate him to award him with a certificate of merit. Unfortunately, after several attempts at locating him through numerous radio stations and newspapers across the nation, no one has been able to find him. We hope he's not like, dead, or something. Anyway, if you know where Scott is, contact Walter Day at (515) 472-3882. And, hey, no prank phone calls; they've already had enough players pretending to be "the ghost of Scott!"

• GT Interactive news! They said it couldn't be done, but *Thrasher* is on its way to the PlayStation! The game is expected to release "by the end of the year." *Thrasher* is a killer, KILLER new PlayStation title being developed by Reflections, the wizards behind *Destruction Derby 3* and *21*. The game—planned for release in late April or early May—puts the player in the role of an undercover cop posing as a getaway car driver for the mob. One GT Interactive rep we talked to had this to say "Oh, yeah, this is the big one for us in early '99." Take our word for it, the graphics in *Thrasher* must be seen to be believed. We'll be back with the complete, no-holds-barred 7&7 preview of the game next issue!

• Join us right here next month for a TON of new previews and last minute information! Till then, play safe and be sure to cheat whenever possible, because cheating is fun (unless you're Bill Clinton)



Donkey Kong 64

Pokémon Yellow



Driver by GT Interactive



GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 MARCH

1	4X4 Mud Monsters	Take 2
2	AirBoardin' USA	ASCII
3	All Star Tennis 99	Ubi Soft
4	Bottom of the 9th	Konami
5	Bust A Move 3	Acclaim
6	California Speed	Midway
7	Duke Nukem: Zero Hour	GT
8	Hybrid Heaven	Konami
9	Micro Machines	Midway
10	Monaco Grand Prix	Ubi Soft
11	Shadow Man	Acclaim
12	Starshot	Ocean
13	Vigilante 8	Activision

1ST QUARTER

14	Army Men 2	3DO
15	Asteroids	Crave
16	Deer Hunter	Midware
17	Lego Racers	Lego Media
18	Lode Runner 64	Bandai
19	NHL Hockey 99	Midway
20	Rugrats	THQ
21	San Francisco Rush: The Rock	Midway
22	Sim City 64	Nintendo
23	Smash Brothers *	Nintendo
24	Twelve Tales: Conker 64	Rare
25	Ultra Combat	GT
26	Ultra Descent	Interplay

APRIL

27	All-Star Baseball 2000	Acclaim
28	Jet Force Gemini	Rare
29	Rampage: Universal Tour	Midway
30	Rayman 2	Ubi Soft
31	Roadsters 99	Titus
32	Shadowgate	Kernco
33	Snowboard Kids 2	Atari
34	Tonic Trouble	Ubi Soft
35	Triple Play 2000	EA Sports
36	World League Soccer 99	Eidos

MAY

37	Animaniacs Ten Pin Alley	ASC
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38	Ken Griffey Jr. Baseball 2	Nintendo
39	Playmobil	Ubi Soft
40	Star Wars: Pod Racer	Nintendo

JUNE

41	Earthworm Jim 3D	Take 2
42	Gauntlet Legends	Midway
43	Superman	Titus

2ND QUARTER '99

44	Beetle Adventure Racing	Bectronic Arts
45	Carnageddon	Interplay
46	Caesar's Palace	Crave
47	Earthbound	Nintendo
48	Harrier 2001	Video Systems
49	Harvest Moon	Natsume
50	Jeff Gordon Racing	ASC
51	Jest	Ocean
52	Jungle Bots	Titus
53	Legend of the River King	Natsume
54	Legend of the Sea King	Natsume
55	Mystical Ninja: Goemon 2	Konami
56	Perfect Dark	Rare
57	Quake II	Activision
58	Radikal Bikers	Midway
59	Road Rash	THQ
60	WCW Nitro	THQ
61	Winback	Koei
62	V-Rally	Infogrames

3RD QUARTER '99

63	Bombberman 2	Hudson
64	Gex 3: Deep Cover	Eidos
65	Ronald Soccer	Infogrames
66	Starcraft	Nintendo
67	Survivor Day One	Konami
68	Tasmanian Express	Ocean
69	WWF: Attitude	Acclaim
70	X-Men	Activision

POSSIBLE IN '99

71	1080° Snowboarding 2	Nintendo
72	Assault	Tektar
73	Banjo Toxie	Rare
74	Battlezone	Activision
75	Blues Brothers 2000	Titus

76	Charlie's Blast Territory	Kernco
77	Contra Spirits 64	Konami
78	Daikatana	Eidos
79	Dethcarz	GT
80	Donkey Kong Country	Nintendo
81	Horcules: The Legendary Journeys	Titus
82	Mario Golf	Nintendo
83	NFL Blitz 99	Midway
84	Nuclear Strike	THQ
85	Digre Battle 3	Nintendo
86	Pikachu Genki De Chu *	Nintendo
87	Pitfall	Activision
88	Pokemon Snap	Nintendo
89	Pokemon Stadium *	Nintendo
90	Quest for Camelot	THQ
91	Rakuga Kids *	Konami
92	Re-Volt	Acclaim
93	Rollerball	MGM
94	Space Bunnies Must Die	Take 2
95	Space Invaders	Activision
96	Spider-Man	Activision
97	Super Mario 64 II	Nintendo
98	Super Mario RPG 2	Nintendo
99	Tamagotchi *	Bandai
100	WCW 99	EA Sports
101	Xena: The Warrior Princess	Titus

PLAYSTATION MARCH

1	3Xtreme	989
2	All Star Tennis 99	Ubi Soft
3	Attack of the Saucer Men	Pygnosis
4	Bass Landing	ASCII
5	Big Air Snowboarding	Accolade
6	Clock Tower 2 *	ASCII
7	Fisherman's Bait	Konami
8	Jeff Gordon Racing	ASC
9	MLB 2000	989
10	Demikron	Eidos
11	Quake II	Activision
12	RC Stunt Copter	Midway
13	Rollcage	Pygnosis
14	Shogun Assassins	Konami

* Publishers, please contact us with updates and/or corrections.
 * Denotes that the game is available on import as of press time.

29	Street Fighter Alpha 3 *	Capcom
30	Tai Fu	Activision
31	Triple Play 2000	EA Sports
32	Vermin	Eidos
33	Xena: Warrior Princess	3BB
1ST QUARTER '99		
34	Deer Hunter	Mikroware
35	G Shock	Konami
36	Heavy Gear	Activision
37	High Heat Baseball 2000	3DO
38	International Rally Championship	THQ
39	Jackie Chan Stuntmaster	Midway
40	Looney Tunes	Infogrames
41	Lunar: Silver Star Story *	Working Designs
42	Magzone	Trimark
43	Montezuma's Return	Utopia
44	Nectaris *	Jaleco
45	NFL Full Contact Football	Konami
46	Obsidian	Rocket Science
47	Plasma Sword	Capcom
48	Pro 18: World Tour Golf	Psygnosis
49	Ridge Racer Type 4 *	Namco
50	Respect, Inc.	Psygnosis
51	Snow Break	Atari
52	The Space Bar	Rocket Science
53	Star Trek: Klingon Academy	Interplay
54	Tiny Tank	MGM
55	Total Drivin'	Infogrames
56	Viper	Infogrames

APRIL

57	Alien Resurrection	Fox
58	Carmageddon 2	Interplay
59	Darkstone	Take2
60	F1 Racing Sim	Ubi Soft
61	Kawasaki: Motocross	Activision
62	Shao Lin	THQ
63	VR Baseball 3	Interplay

MAY

64	Sulkoden 2 *	Konami
65	WWF Attitude	Acclaim

JUNE

66	Superman	Titus
2ND QUARTER '99		
67	007: Tomorrow Never Dies	MGM
68	Bloody Roar 2 *	T.B.D.
69	Croc II	Fox
70	Gex 3: Deep Cover	Eidos

71	K-1 Revenge *	Jaleco
72	Ling Rise	Asci
73	Rampage: Universal Tour	Midway
74	Rising Zan: The Samurai Gunman	Asci
3RD QUARTER '99		
75	Final Fantasy VIII	Square/EA
76	Galerians	Asci
77	Messiah	Interplay
78	Rayman 2	Ubi Soft

POSSIBLE IN '99

79	Ace Combat 3	Namco
80	Aquanaut's Holiday 2	Artislink
81	Armored Core: Master Of Arena T.B.D.	
82	Beatmania: 2nd Mix	Konami
83	Beatmania: 3rd Mix	Konami
84	Daikatana	Eidos
85	Dance! Dance! Dance! *	Konami
86	Dead Unity	THQ
87	Dragon Quest VII	Enix
88	Dragon Valor	Namco
89	Ehrgeiz	Square/EA
90	Glover	Hasbro
91	L.Q. Final	SCEA
92	Libero Grande	Namco
93	Macross Digital Mission VF-X2	Bandai
94	Monster Rancher 2	Tecmo
95	Parappa the Rapper 2	SCEA
96	Racing Lagoon	Square
97	R-Type Delta	T.B.D.
98	R-Types	ASCII
99	Snowboard Kids Plus	Atari
100	Spider-Man	Activision
101	Tail Concerto	Activision
102	Tales of Fantasia	Namco
103	Zeus: Carnage Heart 2	T.B.D.

ARCAD**1ST QUARTER '99**

1	Behind Enemy Lines	Sega
2	Bloody Roar 2	T.B.A.
3	Dance Dance Revolution	Konami
4	Dead or Alive 2 *	Teamo
5	Dirt Devils	Sega
6	Drones	ENCOM
7	Hydro Thunder	Midway
8	NBA Showtime: NBA on NBC	Midway
9	Racing Jam 2	Konami
10	Semurai Showdown 64 pt.III	SNK

ARCAD**2ND QUARTER '99**

1	San Francisco Rush	Midway
2	V-Rally Championship	Infogrames
1ST QUARTER '99		
3	Flying Dragon	Natsume
4	Harvest Moon	Natsume
5	Legend of the River King	Natsume
6	Legend of the Sea King	Natsume
7	NBA Jam 99	Acclaim
8	Roadsters 99	Titus
9	South Park	Acclaim
10	Wario Land II (Color)	Nintendo
11	Yaris' Revenge	Telegames
APRIL		
12	Yoda Stories	THQ
MAY		
13	Titus Jr.	Titus
2ND QUARTER '99		
14	Space Station: Silicon Valley	Take 2
15	Spy Hunter/Moon Patrol	Midway
POSSIBLE IN '99		
16	Bombberman Quest	Hudson
17	Pokémon (Yellow)	Nintendo

11	Shock Troopers 2	SNK
12	Spike	Sega
13	Street Fighter III: 3rd Impact	Capcom
14	Street Fighter IV	Capcom
15	Tekken 3: Special Edition	Namco
16	Thrill Drive	Konami

POSSIBLE IN '99

17	Beatmania: 3rd Mix	Konami
18	Chaos Heat	Taito
19	Gunmen Wars	Namco
20	Hell Knight	Konami
21	Blood Bullet	Sega
22	Hyper Bashi Bashi Championship	Konami
23	Magical Truck Adventure	Sega
24	NBA Play by Play	Konami
25	Operation Tiger	Taito
26	Power Stone	Capcom
27	Race On	Namco
28	Raycrisis	Taito
29	Strider 2	Capcom
30	Tenkamori Shooting	Namco
31	Virtua Cop 3	Sega
32	Xtreme Rally	SNK

GAME BOY**MARCH**

1	San Francisco Rush	Midway
2	V-Rally Championship	Infogrames

1ST QUARTER '99

3	Flying Dragon	Natsume
4	Harvest Moon	Natsume
5	Legend of the River King	Natsume
6	Legend of the Sea King	Natsume
7	NBA Jam 99	Acclaim
8	Roadsters 99	Titus
9	South Park	Acclaim
10	Wario Land II (Color)	Nintendo
11	Yaris' Revenge	Telegames

APRIL

12	Yoda Stories	THQ
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MAY

13	Titus Jr.	Titus
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2ND QUARTER '99

14	Space Station: Silicon Valley	Take 2
15	Spy Hunter/Moon Patrol	Midway
POSSIBLE IN '99		
16	Bombberman Quest	Hudson
17	Pokémon (Yellow)	Nintendo

MAJOR LEAGUE BASEBALL PLAYING MR. CRIMINAL IN JAIL

At the main menu—the one with the spinning baseball that says “Tablition/Season/World Series/Seasonal Derby”—tap all four C buttons simultaneously, as rapidly as you can. You’ll hear a signal to confirm if you’re doing it correctly. Now choose “Tablition” mode, press J and see two new items in the “AS-Star” column: *Tablition* and *Angelita*. Press the Enter key.

At the stadium select screen, tap all four C buttons simultaneously, as rapidly as you can. You’ll hear a signal to confirm if you’re doing it correctly. Now press the Z button, instead of entering the “View Stadium” mode, you’ll see the team that plays in that stadium celebrating a World Series stadium, followed by the game’s credits.

At the stadium select screen, press Z to enter “View Stadium” mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MAJOR LEAGUE

Score: 100%
If you care in time and save the Gold trophy in all four cups in the Major Cup 150cc mode, you’ll gain access to a new option that allows you to see all 18 courses in reverse.

Course Ghost
• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1:32:00 or better. Once you’ve done this, you will be challenged by the “course ghost” Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27:10 if you want to beat him. Press B at the 500-yard mark to slow off your best time on the Mario Raceway course.

• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1:32:00 or better. Once you’ve done this, you will be challenged by the “course ghost” Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27:10 if you want to beat him.

• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2:00:00 or better. Once you’ve done this, you will be challenged by the “course ghost” Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2:00:00 if you want to beat her.

MAJOR LEAGUE BASEBALL

Secret Code
During the game, press START to pause, then enter any of the following codes at the “Today’s Game” screen:

- *Aluminum*—A, A, R, L, R, R, A, Right
- *Red Lute*—L, L, R, R, Down, A, Right
- *Barb’s Bar*—A, R, L, R, Z, R, A
- *Devil’s Dance*—L, R, L, R, Right, A, R, L, R, A, Z, R, L

See the Credits
When the Major League Baseball logo appears right after you turn the game on, quickly press A, Z, R, C, R, A, R, you’ll hear a signal to confirm. Now, if you want for the opening credits to end, the game’s full credits will appear.

Secret Dedication
When the Major League Baseball logo ap-

pears right after you turn the game on, quickly press C, R, B, R, you’ll hear a signal to confirm and a secret message from a low-key game programmer will appear.

MAJOR LEAGUE

Secret Code
Enter any of the following codes at the mission select screen, you’ll hear Ethon speak to you to enter a code properly:

- *Turbo Mode*—C, Z, R, Z, C, R
- *Big Fish Mode*—C, R, Z, R, C, R
- *Kid Mode*—C, R, L, R, Z, C, R
- *Start with the Sub Machine*—C, R, C, R, C, R
- *Start with the Radiant Launcher*—L, L, C, R, C, R
- *Start with the High Power Gun*—A, L, C, R, C, R
- *Start with the 765 Silenced Pistol*—L, L, C, R, C, R

MAJOR LEAGUE

Secret Code
Choose “Options” from the main menu, highlight the “Controls” option, hold A + Block (C) or C in the default control config and hold A + Block (C) or C. After about five seconds you will hear a siren blare, after about five more seconds, a siren “Chase” menu will appear. Tap “Find” and you will finish the game after defeating and see the ending. The ending option allows you to perform fatalities with just one button.

Secret Character
To access Nook, Seabert and Galt, you must first access the cheat menu as described above. Enter one of the following codes at the character select screen:

- *Nook Seabert*—highlight the “Hidden” option at the bottom of the character select screen, press any button to hide the cursor, then highlight Nook and press A + Block or L + Block
- *Seabert*—highlight the “Hidden” option at the bottom of the character select screen, press any button to hide the cursor, then highlight Seabert and press A + Block or L + Block

MAJOR LEAGUE BASEBALL: THE FIGHT

Secret Code
Choose “Options” from the main menu and enter any of the following codes:

- Enter “T” to F.C.T. for invisibility. You can be killed by being hit or long fall.
- Enter “R” to R.F. for invincible.
- Enter “K.C.V.S.T.” to start with 16 units of vitality in your inventory.
- Enter “C.R.V.D.T.” to see the credits from the end of the game.

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch, Tablition will punch his opponent’s head off.

- *Concave*
3 Hit—High Punch, High Punch, Low Punch, High Kick, High Kick, High Punch, Low Kick, High Kick, Back + High Kick
6 Hit—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick
High Punch—C-R-S-D-F
High Kick—C-R-S-D-F
High Punch—C-R-S-D-F
High Kick—C-R-S-D-F
High Punch—C-R-S-D-F
High Kick—C-R-S-D-F

When the “C.R.S.D.F.” password is entered, you can see the game on a screen by using the following code. Allow yourself to be killed by the first enemy in the Forest, then—on Sub Zero Falls to the ground—hold A to see a cutscene with Quan Chi and to fight Shinnok.

SECRET CHARACTER

Secret Character
When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen.

Secret Character
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into the battle. Note: This trick only works in certain stages, including the Western and Judo’s Desert.

Secret Character
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Footstep and the Pit 2 Hidden Game 49.

After playing 50 consecutive games in two-player mode, you’ll get to play a hidden game that’s similar to *Pinig*.

After playing 100 consecutive games in two-player mode, you’ll get to play a hidden game that’s similar to *Galaxian*.

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button in front of this. The winner of the match will get to play a hidden game that’s similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Secret Character
At the character select screen, highlight Senko, hold Up and press START, then choose your character normally. A “Select Bomb” option will appear. Press the Bomb button to choose the stage you’d like to fight in.

Secret Character
At the character select screen, highlight Senko, hold Down and press START, then choose your character normally. When the “Choose Your Destiny” screen appears, you’ll find that all of the battle plans have been changed to make them more challenging. The “Newcomer” plan includes three endurance matches instead of one, and the “Champion” plan starts with battles against Kamek and Mewtwo—followed by a whopping eight endurance matches.

Secret Character
When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen. When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen.

When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen. When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen.

SECRET CHARACTER

Secret Character
When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen. When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen.

SECRET CHARACTER

Secret Character
When you start a new game in every mode—except “Championship”—you will be challenged by the “course ghost” Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27:10 if you want to beat him.

SECRET CHARACTER

Secret Character
When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen.

Secret Character
When the “story” screen appears during the game’s demo mode, quickly press C, R, A, B, C, R, C, R. If you’re fast enough, you’ll hear Shinnok say, “Kosmos!” Now Shinnok is a selectable character in the character select screen.

EVEN MORE STREET FIGHTER ALPHA 3 TOURNAMENT ACTION!

Capcom's Super Street Fighter Alpha 3 Midweek Championship will be held at the Street Fighter Alpha 3 tournament on June 25 and 26, 1999. The tournament will be highlighted by Street Fighter Alpha 3 as the main event along with other games, with plenty of cash and prizes up for grabs! The game features:

- Street Fighter Alpha 3 (2 machines)
- Street Fighter Alpha 2 (2 machines)
- Street Fighter II (2 machines)
- Super Street Fighter II Turbo (2 machines)

The Street Fighter Alpha 3 preliminary rounds will begin at

OK, this one hasn't even happened yet, but it's going to be big! The Street Fighter Alpha 3 Midweek Championship will be held at the Street Fighter Alpha 3 tournament on June 25 and 26, 1999. The tournament will be highlighted by Street Fighter Alpha 3 as the main event along with other games, with plenty of cash and prizes up for grabs! The game features:

1:00 PM on Saturday, with the top 16 players who fought for the finals. The finals will begin at 11:00 AM on Sunday. All other tournaments will be double elimination, two-out-of-three rounds. The semifinals and finals will be three-out-of-five rounds. There is a \$7,000 prize for each tournament except Street Fighter Alpha 3, which has a \$10,000 prize, or \$5 to re-enter. Players can re-enter the Street Fighter Alpha 3 tournament as many times as they wish until they qualify for Sunday's final. Once a player has qualified, he or she may not re-enter. ALL TOURNAMENT GAMES WILL UTILIZE HARP 350 CONTROLS FOR OPTIMUM PERFORMANCE! The tournament schedule is as follows:
Street Fighter Alpha 3—Preliminary rounds, 1:00 PM Saturday
Finals, 11:00 AM Sunday
Street Fighter II 2nd Impact—7:00 PM Saturday
Super Street Fighter II Turbo—1:00 PM Sunday

Once you have selected a driver this way, that driver will also be available in Championship mode.

USE MATHS

Street Fighter
Each of the following cheats must be entered at the "Tonight's Matchup" screen while the music is announcing the names of the two fighters.

All Computer Attributes Turned Off—hold **Right**, press **Fast**, **Fast**.

Big Head—Hold **Up**, press **Turbo** & **Fast** simultaneously.

Reinforced—Hold **Left**, press **Turbo**, **Fast**, **Fast**.

Big Ball—Hold **Right**, press **Shoot**, **Turbo**, **Fast**.

Display Shot Percentage—Rotate the D-pad or joystick clockwise.

Each of the following cheats must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Fast buttons to change the numbers in the box at the bottom of the screen.

Easy Seed Players—**025**
No Music—**046**
Tournament Mode—**111**

Fast Passing—**120**
Stealth Turbo—**273**
Max Speed—**284**

No Punishing—**295**
Fast Pushing—**340**
Homer Saved—**452**

Max Blocking—**416**
Quick Hacks—**739**
Max Power—**862**
Getthrough Allways—**927**

NEED SECS

Secret Characters
At the start of the game, while the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character.

TORAL—3322
SAL—4201

JAPPLE—4180
JNETR—3132
LIFE—7332

DAK—4044
JASOM—3141
ROOF—4206

BRAM—1111
GANTU—1111
RADINE—3091

ROOF—4206
SEMOG—4337
9041—4111

THUG—1111
FORDIN—1111
CARLIN—1111

VAN—5234
KILL—4528
22—1221

JMK—5555
MABUS—5152
ED—3246

TODD—1122
MITCH—4363
JOHN—5158

JOHN—5158
RYAN—5629
BETH—7261

BRUN—9818
GRAND—3220
PAUL—5517

LT—7777
NICO—4440
GATSON—1111

765—4528
MONTY—1836

SHUN-8530

GARY-0181

NAULA-0425

286-4988

Secret Codes

At the matchup screen just before the game starts—while the announcer is saying "Go day's matchup!"—enter the following codes using the Turbo, Shoot and Fast buttons followed by a direction on the D-pad or joystick.

STRTSTRT—Enter the "Steering Big Players" code (D-61) right after the code.

Jump four times, Press **Fast**, then press **Right**. A message will appear to confirm each code.

STRTSTRT will not work in a two-player game unless both players enter the code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Turbopower—4-3-3-Left

Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-3-4-Up

Fast Turbo Running—0-2-3-Left
Super Field Goals—0-2-3-Left
Super Blazing—0-4-5-Up

Hyper Blazing—5-5-5-Up
Fast Passes—2-5-5-Left
No First Downs—2-1-0-Up

No Interceptions—3-4-4-Left
No Punishing—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left

No Play Selection—1-1-1-Left
Late Hike—0-1-0-Left
Turn Off Stadium—5-0-4-Left

Tournament Mode—1-1-1-Down
Show Field Goal—2-0-2-Down
No Random Punters—4-2-3-Down

No CPU Assistance—0-2-2-Down
Smart CPU Opponents—0-1-4-Down
Invisible—4-3-3-Up

Hide Receiver Name—2-0-3-Right
Big Head—2-0-3-Right
Rage Head—0-4-0-Up

Fast Passes—3-3-1-Left
Team Big Holes—2-0-3-Right
Infinite Turbopower—1-2-3-Right

Team Tiny Players—3-3-0-Right
Team Big Players—1-4-1-Right
Show More Punters—0-2-3-Right

Night Game—3-3-3-Right
Weather Pass—5-5-5-Right
Weather Snow—5-5-5-Down

Weather Clear—2-0-2-Down
Fog On—0-3-0-Down
Track Fog—0-4-4-Down

LIST OF SECRET CHARACTERS

Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passwords.

CLYTEM—Guest players
KILLMURDO—Tiny players
KILLMURDO—Players are tall and thin

JFKMSM—Players are short and fat
TRN TDLFR—Passing accuracy is at zero for all quarterbacks

BRDWNKTHL—Passing accuracy is at maximum for all quarterbacks
CLLWVW—Acceleration attribute is at maximum for all players

MLTTPYTH—Agility attribute is at maximum for all players
STYCKYHND—Hands attribute is at maximum for all players

MLWLNW—Speed attribute is at maximum for all players
RNLWZNG—Strength attribute is at maximum for all players

STRTSTRT—Steering and Assistance attributes are at maximum for all players

BGFYF—All attributes are at maximum for all defender players
BGFYF—All attributes are at maximum for all offensive players

LDFSC—All attributes are at zero for all defender players
LDFSC—All attributes are at zero for all offensive players

PTMTMD—All players' attributes are at maximum
PTMTMD—All players' attributes are at zero

FRFRFR—Quarterbacks can throw the ball 180 yards, receivers can catch the ball 180 yards, punters can punt the ball 180 yards

FRFRFR—Super turbo mode
FRFRFR—Slow motion mode

FRFRFR—Eight times instead of four
FRFRFR—Computer-controlled players don't try to tackle

FRFRFR—Super turbo mode
FRFRFR—No punners

FRFRFR—Nerby ever hit scores a fumble
FRFRFR—Nerby ever hit scores a fumble

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FRFRFR—Nerby ever hit scores a fumble
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CR, CR, CR, you'll hear a sound and a new option called "Enter Cheat" will appear. Access this menu and you'll be able to change the

players' size and features, a sound test menu and more. The "Goose Rats" option sets up the game's options the way the game's pre-

gameplay preferences.

Secret Teams
At the Team Select screen in Exhibition mode, quickly press **CR, CR, CR**; you should hear a

sound that says "Go!" and you'll see three star icons above the team's name. This team is called the "Control Freak" team and is named.

At the Season Menu—the one that shows your team's points on the right side of the screen—press **CR, CR, CR, CR, CR, CR, CR, CR**, you will get 100 extra bonus points to get

the game whenever necessary to get as many bonus points as you need.

Joe Injured Players for All Teams (Season Mode)

At the Season Menu, press **L** to call up the Season Menu. If the Team's Room option is not available, press **CR, CR, CR, CR, CR, CR, CR, CR** to enter it. Now enter the Team's Room and press **CR, CR, CR, CR**; you'll hear a sound that says "Go!" and you'll see three star icons above the team's name. This team is called the "Control Freak" team and is named.

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Street Fighter Alpha 2
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 3
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 4
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 5
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 6
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 7
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 8
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

Street Fighter Alpha 9
All games are but on this play for practice with gold entrance fee. All other games in the arcade run on racks.

3rd Place receives 15% of all entrance fees.
Capcom PlayStation games and one marquee.

4th Place receives 10% of all entrance fees.
Capcom PlayStation games and one marquee.

5th Place receives 5% of all entrance fees.
Capcom PlayStation games and one marquee.

6th Place receives 2% of all entrance fees.
Capcom PlayStation games and one marquee.

7th Place receives 1% of all entrance fees.
Capcom PlayStation games and one marquee.

8th Place receives 0.5% of all entrance fees.
Capcom PlayStation games and one marquee.

9th Place receives 0.2% of all entrance fees.
Capcom PlayStation games and one marquee.

10th Place receives 0.1% of all entrance fees.
Capcom PlayStation games and one marquee.

1st Place receives 40% of all entrance fees.
Capcom PlayStation games and one marquee.

2nd Place receives 30% of all entrance fees.
Capcom PlayStation games and one marquee.

3rd Place receives 20% of all entrance fees.
Capcom PlayStation games and one marquee.

4th Place receives 15% of all entrance fees.
Capcom PlayStation games and one marquee.

5th Place receives 10% of all entrance fees.
Capcom PlayStation games and one marquee.

6th Place receives 5% of all entrance fees.
Capcom PlayStation games and one marquee.

7th Place receives 2% of all entrance fees.
Capcom PlayStation games and one marquee.

8th Place receives 1% of all entrance fees.
Capcom PlayStation games and one marquee.

9th Place receives 0.5% of all entrance fees.
Capcom PlayStation games and one marquee.

10th Place receives 0.2% of all entrance fees.
Capcom PlayStation games and one marquee.

11th Place receives 0.1% of all entrance fees.
Capcom PlayStation games and one marquee.

12th Place receives 0.05% of all entrance fees.
Capcom PlayStation games and one marquee.

13th Place receives 0.02% of all entrance fees.
Capcom PlayStation games and one marquee.

14th Place receives 0.01% of all entrance fees.
Capcom PlayStation games

STAGE SELECT

At the Options screen quickly enter **L, R, START, SELECT, X, Y, A**, and in Controller 2 You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

GAME OVER

At the title screen, highlight the word "Options" and then press and hold **Up, L, R** and **START** to begin the game. What you're told and reach the "Continue" screen, you'll find that the number of credits has doubled, from three to six.

PLAYING AIDS

Offense: **Up** or **Forward**

Defense: **KnR** **KnR** **KnR** **X** **Y** **X** **Y**

PLAYING AIDS

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else the lock will not work. Walk inside the circle, but do NOT touch the red 1-Up ball. Then, just walk out immediately. Kick outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first banana of bananas you see on top of a set of barrels. Now, get back into the barrel without touching the two bananas in front of the door. The time, grab the red balloon and exit. Finally, go back to the barrel again and grab the same barrel of bananas, returning to the barrel without touching the two bananas in front of the door. When you enter, you'll find a spawning coin that gives you incredible 75,000 points. Now you can enter the Last World through Kibiki's Koals on any set of the level.

DONKEY KONG COUNTRY 2: DONKEY KONG'S FAVORITE THOUGHT

Play With Kibiki

At the "Game Over" screen, wait for the song to finish playing. Then you can make the blocks game and play musical notes by pressing the **L, R, A, R, X** or **Y** buttons.

At the "Select Game" screen, highlight the word "Options" and then press and hold **Up, L, R** and **START** to begin the game. What you're told and reach the "Continue" screen, you'll find that the number of credits has doubled, from three to six.

At the title screen, highlight the word "Options" and then press and hold **Up, L, R** and **START** to begin the game. What you're told and reach the "Continue" screen, you'll find that the number of credits has doubled, from three to six.

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Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainaw, the game's logic got screwed up for some reason, resulting out of ammo can't give you the next most powerful weapon, thus missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. Unfortunately, you can't seem to get a **W-3000** with this trick! Now, let's say you are walking around in a shop, chain gun and rocket launcher. If you have a chainaw, just fire off all of your pistol rounds and you should get a free plasma rifle—same if you're in a stage where there's no plasma rifle to save here. Experiment with this unlikely trick to save here to make it useful in different situations.

PLAYING AIDS

At the title screen, highlight the word "Options" and then press and hold **Up, L, R** and **START** to begin the game. What you're told and reach the "Continue" screen, you'll find that the number of credits has doubled, from three to six.

PLAYING AIDS

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PLAYING AIDS

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STAGE SELECT

At the Options screen quickly enter **L, R, START, SELECT, X, Y, A**, and in Controller 2 You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

GAME OVER

At the title screen, highlight the word "Options" and then press and hold **Up, L, R** and **START** to begin the game. What you're told and reach the "Continue" screen, you'll find that the number of credits has doubled, from three to six.

PLAYING AIDS

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TIPS & Reader Art Gallery



box, or hold Up and press **START** for a random selection of characters for all boxes. Choose the dragon logo in the sense as choosing a character at random, but you won't know who the character is until he or her name comes up during the fight. With a single Tap/Adjust, up to four players can participate.

Secret Cheat Menu

At the main menu, press **A**, **C**, **Up**, **R**, **Up**, **A**, **Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. Also at the main menu, press **B**, **A**, **Down**, **Left**, **A**, **Down**, **C**, **Right**, **Up**, **Down**. Another menu item called "Secrets" will appear. Another cheat code that can be entered at the main menu is **C**, **Right**, **A**, **Left**, **Up**, **C**, **Right**, **A**, **Left**, **Up**, which gives a "Elder God's" menu.

WIZARDRY

Level Power-Ups
Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.
ARK Ball—Hold Right, press **A**, **C**, **Right**, **Up**, **Down**.
Reverse Court—Press Left, **Left**, **Left**, **Left**.
Reverse Court—Press B, **A**, **Right**, **Right**, **A**, **C**, **Up**, **Down**, **A**.
NO DIRT—Press Down, **Down**, **B**, **A**.
Control Assistive On—Hold, press **C**. In addition to the above codes, the following power-ups can be activated by using the **A** and **B** buttons to change the numbers at the bottom of the screen as follows:
Tournament Mode—111
Fast Pass—527
Max Speed—384
No Pishing—995
Hyper Speed—582
Max Block—616
Max Steel Ability—789
Max Power—882
Goatending All goals—832

EXTRA OPTIONS

Secret Menu
At the "Tonight's Matchup" menu, press **Left**, **Up**, **Down**, **Right**, **Left**, **Right**, **Left**, **Up**, **Down**. A new option called "Extra Options" will appear. Here you'll be able to become invincible, double the timer, warp to the "Heat" stage and much more.

THIRD-PARTY

Conquering Mode
As the Sega logo starts to appear, quickly press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Left**, **Up**. If you want to use the cheat with a game that's not in the cartridge battery (which means, choose the "SECRET" option and choose your name. After the aid with regards your name and say, "yes! I know it!" hold the **START** button and press **A**, **B**, **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. With the wild ones, "Nice name, huh!" hold **START** and press **A**, **B**, **C** to get four new configuration options.

- **Special Turbo**: Answer "Yes" to speed up the game's menu and picture windows.
- **Control**: Answer "Yes" and you'll be able to control your enemies during the game's combat sequences.
- **Auto Refill**: The expenditure of "Control Options" (this option spends up and simplifies control) by allowing the computer to control your players during battle.

• **Game Completed**: This option will notify your adventure as if you've already beaten the game once.

SONIC'S KNUCKLES

Stage Select
Play the title of the first stage until you reach one of the tachet machines that allow you to jump yourself up, jump and hang on to one of the handles, then—while your character is hanging from the handle—press **Left**, **Left**, **Right**, **Right**, **Right**, **Up**, **Up**, you'll hear a chime to confirm the code if you've entered it quickly enough. Now press **START** to pause, then press **A**, the game should restart. When the title screen reappears, hold the **A** button and press **START** to access the stage-select and sound test menu. Note that you cannot access or raise levels unless you have a copy of Sonic 2 "locked-on" to your Sega 3-Knuckle cartridge.

Stage Select with Sonic 2 "Locked On"
Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then—while your character is swinging from the vine—press **Left**, **Left**, **Right**, **Right**, **Right**, **Up**, **Up**, you'll hear a chime to confirm the code if you've entered it quickly enough. Now press **START** to pause, then press **A**, the game should restart. Press **Up** or **Down** at the title screen menu until you see a new level called "Sound Test," this gives you the stage-select and sound test menu. Press the stage-select left corner of the screen a small number which you can change by pressing the buttons, this number represents the character you want to play with according to the following legend:

- 00—Sonic and Tails
- 01—Tails
- 02—Tails, GP—Knuckles
- 03—Stage Select with Sonic 2 "Locked On"

At the title screen, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, you'll hear a chime to confirm the code if you've entered it properly. Now hold the **A** button and press **START** to access the stage-select menu.

Secret Sound Level

Play up a Genesis cartridge into the top of a Sega 3-Knuckle. If the screen says "No! No! No! We're not!" press **ARK** to access randomly-generated game boxes.

SONIC'S KNUCKLES

Stage Select
Choose "Options" from the title menu, then—when the Options menu appears—press **A**, **Down**, **B**, **Down**, **A**, **Up**, **A**, **C**, **Up**, **Up**, you'll hear a chime to confirm the code. Now return to the title menu and enter one of the following codes:
• **Hold A** and press **START** to warp to the "Law Powerhouse" stage.
• **Hold B** and press **START** to warp to the "Machinists" stage.
• **Hold C** and press **START** to warp to the "Shadowland" stage.

SONIC'S KNUCKLES

Stage Select
At the title screen, when you see the Sega logo, press **Up**, **Down**, **Left**, **Right**, you'll hear a chime. Now hold the **A** button and press **START** to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects.

Cheat Code
At the title screen—just as Sonic is starting to appear—press **C**, **Up**, **Down**, **Left**, **Right**, you'll hear a chime. With this code in place, you'll have access to the following features:
• **System Reset—Press START** to pause the game, then press **A** to return to the title screen.
• **Slow Motion—Press START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
• **Stage Select**—When the name of the current stage appears in large letters at the start of a stage, press the **A** button and hold it down until "Sonic" appears. Your "Sonic" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible, the only thing that can kill you is if you fall off the screen. Press **B** during gameplay to change Sonic to a different object from the game, while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press **A** to change to a different object. It is in place a copy of the object on the screen or it is change back into Sonic and continue play. Use this feature to modify the game's stages or even "flood" hundreds of gold rings on the screen when you change back into Sonic; you can pick them all up.

SONIC'S KNUCKLES

Stage Select
At the "Sound Test" menu, listen to sounds 15, 45, 65 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player," hold **A** and press **START** to access the stage-select menu. With this code in place, you'll also have access to the following features:

- **System Reset—Press START** to pause the game, then press **A** to return to the title screen.
- **Slow Motion—Press START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
- **Stage Select**
At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 86 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.

SONIC'S KNUCKLES

Stage Select
After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic running toward you. The instant Sonic appears, quickly press **Up**, **Down**, **Down**, **Up**, **Up**, you'll hear a chime to confirm the code. Note: This is a very difficult code to enter. You must press the buttons at a constant speed, starting at the exact moment when the screen turns black, you should finish entering the code just a split-second before the screen turns pure white. Use a very light touch on the D-pad and press the **A** button evenly, making sure not to touch the **Down** button. If you don't hear the chime, just reset and try again. Once you've done it right, press

Up or **Down** at the title screen menu until you see a new item called "Sound Test," this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

- **System Reset—Press START** to pause the game, then press **A** to return to the title screen.
- **Slow Motion—Press START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.

TOY STORY

Invincibility
Complete the game's first stage, then, at the start of the second stage ("Hot Air"), you will see the text "Invincibility" appear. Now move to the right and collect four main stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health bar begin to spin around, indicating that you are now invincible for the rest of the game.
Stage Skip
At the start of the game, wait for the Toy Story title screen that shows Woody playing at Buzz Lightyear while the words "TOY STORY" are flashing; press **A**, **B**, **Right**, **A**, **C**, **Down**, **A**, **B**, **Right**, **A**. You'll hear Woody's "Hot Air!" to confirm the code. Now start the game, when you want to skip a stage, just hit **START** and press **A** to warp immediately to the end.

TOY STORY

Secret Cheat Menu
At the main menu—the one that says "Start Game/Options"—press **A**, **C**, **Up**, **R**, **Up**, **A**, **Down**. You'll hear Shrek say, "Exit!" and three cheat menu options will appear.

TOY STORY

Invincibility
When the Sega logo appears at start-up, notice that you can move Vertman around the screen with Controller 1. To find a hidden game, move Vertman around the Sega logo and shoot straight up at it exactly 24 times. Next, make Vertman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready!" on the screen, then the letters "1", "2" and "3" will begin to fall from the top of the screen. If you catch between 50 and 100 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll be able to Day 10.

TOY STORY

Refill Energy
During the game, press **START** to pause, then press **A**, **B**, **Right**, **A**, **C**, **Down**, **A**, **B**, **Right**, **A** to refill your energy counter at any time.

Super Cheat Menu
At the Options menu, press **A**, **B**, **A**, **Down**, **A**, **B**, **A**. You'll be taken to a secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

TOY STORY

Press START at any time during the game to pause, then press **B**, **A**, **A**, **Left**, **Up**. When you unpauses, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health metered out.

Jason Wilson, Age 11





TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

JUST FOR FUN

445 E. Palmetto Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
CamEvil	1,735,900	SDR
Time Crisis II	908,690	LAG
Area 51: Site 4	1,304,600	ASA
Mortal Kombat 4	64 wins	MGH
Maximum Hangtime	117-0	SKIPPY
Revolution X	7,022,640	CVC
Terminator 2: Judgment Day	6,908,250	"Cake" Nikola
Primal Rage	1,627,703	Maynard
Police Trainer	Commissioner	Birschanizer
Maximum Force	231,670	LAG

ALADDIN'S CASTLE #05075

Oakdale Mall No. 44 • Johnson City, NY 13796 • (607) 791-1215

GAME	HI SCORE	NAME
Time Crisis II (Solo Play)	1,025,690	YYR
Time Crisis II (Cooperative)	1,255,880	YYR & MND
Tekken 3 (Yoshimitsu)	2:11'91	D.S.
Soul Calibur (Taki)	2:10'98	RMG
Cruis'n World (Hawaii)	1:42'69	CT1
Cruis'n World (Japan)	1:27'49	CT1
Cruis'n World (Australia)	1:26'45	DOG
NFL Blitz (Most Points Scored)	61	Ghost

EIGHT ON THE BREAK

340-345 North Ave. • Dunellen, NJ 08812 • (732) 752-8880

GAME	HI SCORE	NAME
Street Fighter Alpha 3		
November 14 tournament results		
Eddie Lee (Queens, NY)	1st Place	
David Boudreau (Boston, MA)	2nd Place	
Jimmy Fong (Boston, MA)	3rd Place	
Scott Bradburn (Boston, MA)	4th Place	
Pete Talley (Staten Island, NY)	5th Place	
Ben Wang (Boston, MA)	5th Place	
Marc Aguilera (Edison, NJ)	7th Place	

FUN-O-RAMA

1605 W. 49th St. • Hialeah, FL 33144 • (305) 558-6651

GAME	HI SCORE	NAME
Blitz 99	31 wins	DEE
Daytona USA 2 (Beginner)	2:15'93	RID
Daytona USA 2 (Advanced)	3:08'24	DIE
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 3	31 wins	Victor "Cody"
Cruis'n World (Africa)	1:28'60	Danny Rodriguez
Tetris	998,041	Jason Wilson
Gauntlet Legends (Minotaur)	Level 29	Black
Gauntlet Legends	Finished	Chris

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
San Francisco Rush	2:25'00	Miami, FL
Gauntlet Legends (Valkyrie)	Level 71	SPW
Street Fighter EX 2	31 wins	ADM
Blitz 99	159 wins	BERTHA
Street Fighter III: 2nd Impact	1,047,207	FK
Time Crisis II (Link Play)	1,078,810	NRH & MPG
Addams Family (pinball)	3,142,775,000	PWL
Cruis'n World (Hawaii)	1:38'01	SCN
Marvel Super Heroes vs. Street Fighter	2 wins	MOF
Street Fighter Alpha 3	11 wins	RYU

SEGA CITY

51 Forbes Drive (Quincy Spectrum) • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Daytona USA 2 (Beginner)	2:20'58	DYN
Daytona USA 2 (Advanced)	3:08'22	DYN
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
House of the Dead	96,600	Ottis Pittman
Racing Jam (Beginner)	2:05'839	SIM
Khargiz (Cloud)	81,470	LHK
Time Crisis (Story mode)	10:49'78	MMK

METROPOLIS

72-840 Hwy. 111 Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohikana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Time Crisis II	1,004,310	Kurohikana
Rival Schools: United by Fate	2,141,103	Michael Larrug
Blitz 99 (win streak)	43 wins	Israel
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43'15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan

FuncoLand SuperStore



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Jungle Book	\$15
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Lon King	\$15
Mario Kart	\$18
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Q*bert Battle	\$15
P.O.A. Golf	\$15
Rom 3 Kings 2	\$15
Super Mario All Stars	\$15
TMNT 4	\$11
Vegas Strike	\$15
WWF Raw	\$11
X-Men	\$15
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Kung Fu	\$4
Mega Man	\$11
Nascar Challenge	\$5
Operation Wolf	\$1
Pac-Man	\$18
Rail Road	\$4
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Techno Bowl	\$5
Vegas Dreams	\$5
Wheel of Fortune	\$5
Yoshi's Cookie	\$5
Zelda	\$5



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D0058EEC-F64C + 8008F58D-6300—99 lives
80069178-003F—Enable all powers

G-Darius

800A8D80-0003—Infinite credits
800BA9FE-0003—Infinite lives, Player 1
8008A6A2-00E2—Invincibility, Player 1
8008AC2A-0400—Infinite capture balls, Player 1
8008ABDB-0502—Max. missiles, Player 1
8008AC08-0202—Max. bombs, Player 1
8008AC28-0402—Max. arms, Player 1
8008ADAA-0003—Infinite lives, Player 2
8008ADAE-0002—Invincibility, Player 2
8008B336-0400—Infinite capture balls, Player 2
8008B3E4-0502—Max. missiles, Player 2
8008B314-0202—Max. bombs, Player 2
8008B334-0402—Max. arms, Player 2

Hardball '99

300E3EE9-0000—Home team scores 0
300E3EE9-0002—Away team scores 50
300E3EE9-0000—Away team scores 0
300E3EE9-0002—Away team scores 50

Metal Gear Solid

800AE1AC-03E7—Infinite air
80087532-0019—SOCOM patrol and ammo
80087534-0005—FAMAS rifle and ammo
80087535-000C—Grenade
80087536-0004—Nikita and ammo
8008753A-0004—Stinger and ammo
8008753C-0006—Claymore
8008753E-0006—C-4
80087540-0005—Stun grenade
80087542-0006—Chaff grenade
80087544-0006—PSG1 rifle and ammo

NBA Live 99

8008FD3C-0000—Home team scores 0
8009118C-0000—Away team scores 0
8008FD3C-00FF—Home team scores 255
8009118C-00FF—Away team scores 255
801E9000-8009 + 801E0002-3C01 +
801E0004-0022 + 801E0006-3C01 +
801E0008-0002 + 801E000A-1820 +
801E000E-2400 + 801E0010-5005 +
801E0012-2442 + 801E0014-0008 +
801E0016-03E0 + 801E001A-2400 +
D008FC82-0001 + 800833E2-8000 +
D008FC82-0001 + 800833E2-0C07—Home
team's baskets are worth 5 more

Psybadick

800AA698-6300—Infinite lives
800B05E4-05E7—Have 999 stars

Resident Evil 2 (Dual Shock Edition)

D00CE284-0005 + 800CF006-00C8—Press L1 +
L2 to restore health (Claire)
D00CE284-0014 + 800D49F4-FF09—Press L1 +
△ for Grenade Launcher (Claire)
D00CE284-0044 + 800D49F4-FF0A—Press L1 +
X for Fire Grenade Launcher (Claire)
D00CE284-0084 + 800D49F4-FF08—Press L1 +
□ for Acid Grenade Launcher (Claire)
D00CE284-0011 + 800D49F4-FF0C—Press L2 +
△ for Bowgun (Claire)
D00CE284-0081 + 800D49F4-FF0E—Press L2 +
□ for Spark Shot (Claire)
D00CE284-0012 + 800D49F4-FF0F—Press R2 +
△ for Submachine Gun (Claire)
D00CE284-0042 + 800D49F4-FF11—Press R2 +
X for Rocket Launcher (Claire)
D00CE284-0062 + 800D49F4-FF12—Press R2 +
□ for Gatling Gun (Claire)
D00CE284-0041 + 800D49F4-FF0D—Press L2 +
X for Colt S.A.A. (Claire)
800CF006-00C8—Infinite health (Claire)
D00CE2FC-0014 + 800D4A3C-FF05—Press L1 +
△ for Magnum (Leon)
D00CE2FC-0044 + 800D4A3C-FF06—Press L1 +
X for Custom Magnum (Leon)
D00CE2FC-0084 + 800D4A3C-FF07—Press L1 +
□ for Shotgun (Leon)
D00CE2FC-0011 + 800D4A3C-FF08—Press L2 +
△ for Custom Shotgun (Leon)
D00CE2FC-0081 + 800D4A3C-FF0F—Press L2 +
□ for Submachine Gun (Leon)
D00CE2FC-0012 + 800D4A3C-FF10—Press R2 +
△ for Flamethrower (Leon)
D00CE2FC-0042 + 800D4A3C-FF11—Press R2 +
X for Rocket Launcher (Leon)
D00CE2FC-0082 + 800D4A3C-FF12—Press R2 +
□ for Gatling Gun (Leon)
D00CE2FC-0005 + 800CFD4E-00C8—Press L1 +
L2 to restore health (Leon)

Rogue Trip

301E35A8-0001—Enable Goleth
301E35A8-0001—Enable Alien Saucer
301E35A8-0001—Enable Helicopter
801D0084-01A4—Infinite armor, Player 1

S.C.A.R.S.

801295D0-0001 + 801295D2-0001 +
801295D4-0001 + 801295D6-0001—Have all
outposts
801F58D4-0001 + 801F58D6-0001 +
801F58D8-0001 + 801F58DA-0001 +
801F58DC-0001—Have all challenges

Small Soldiers

D0278C45-A452 + 80078C45-2400—Infinite
ammo
D0248A7A-AC62 + 80048A7A-2400—Infinite
lives

Twisted Metal III

80333ED6-2400—Ammo never decreases (all
players)
803D300C-0002—Infinite lives, Player 1
803D300C-0002—Infinite lives, Player 2

Xenogears

8006D8EC-03E7 + 8006D8EE-03E7—Infinite HP
8006D8F0-0053 + 8006D8F2-0063—Infinite EP
8006D8E4-0001—Quick level gain
8006F5A4-000F—Infinite gold

Nintendo 64

Body Harvest

81052818-0030 + 8105281A-9079—Infinite Greece

Deadly Arts

81105025-03E6 + 811071AC-0008—Infinite
health, Player 1
81105025-0000—No energy, Player 1
8111E38E-0008 + 8111D544-0008—Infinite
health, Player 2
8111E38E-0000—No energy, Player 2

Dual Heroes

D022671C-0000 + 8122671C-00FA—Infinite
energy, Player 1
D022671E-0000 + 8122671E-00FA—Infinite en-
ergy, Player 2
D0226724-0000 + 81226724-000C—Infinite time
D0226715-0000 + 80226715-0001—1 win to
win, Player 1
D0226715-0001 + 80226715-0000—Player 1 can't win

Extreme-G 2

81170898-42CB—Liners never overheat
8117089C-42CB—Infinite shield
80226724-0000 + 81170862-0003—Infinite nitro
801E3A33-0064—900 points

Flying Dragon

80206781-00CB—Infinite health, Player 1
80206781-0000—No health, Player 1
8020678C-00CB—Infinite health, Player 2
8020678C-0000—No health, Player 2
8120A8E4-0190—Infinite Special, Player 1
8120A8E4-0000—No Special, Player 1
8120B180-0190—Infinite Special, Player 2
8120B180-0000—No Special, Player 2

F-Zero X

D067000D-0000—Enable Code (must be on)
800F5E0D-0005—Infinite lives
800C3C08-0001—Unlock everything
8020A848-4325 + 8120A84C-4325—Infinite shield
D02C4D4C-003F + 802C4925-0050—Have
Boost from start

NBA Live 99

801D3451-0096—Home team scores 150
801D3451-0000—Home team scores 0
801D401D-0096—Away team scores 150
801D401D-0000—Away team scores 0

NFL Quarterback Club 99

8004C086-0003—Infinite time outs, home team
8004C32E-0003—Infinite time outs, away team
8004C086-0000—No time outs, home team
8004C32E-0000—No time outs, away team

Rush 2: Extreme Racing USA

80112599-0050—Always place 1st
810C1DC8-FFFF + 810C1DC8-FFFF +
810C1DC0-FFFF + 810C1DC2-FFFF +
810C1DC4-FFFF + 810C1DC6-FFFF + 810C1DC8-
FFFF + 810C1DCA-FFFF + 810C1DCD-FFFF—
Extra cars

WCW/NWO Revenge

800FA87F-0000—Infinite time
8110707C-3F03—Extra characters
800F9D25-00FF—Maximum spirit, Player 1
800F9D25-0000—No spirit, Player 1
800FA82D-00FF—Maximum spirit, Player 2
800FA82D-0000—No spirit, Player 2
800FA85E-00FF—Maximum spirit, Player 3
800FA85E-0000—No spirit, Player 3
800FA833-00FF—Maximum spirit, Player 4
800FA833-0000—No spirit, Player 4
800FA82B-0004—Infinite time out of ring

THE LEGEND OF

ZELDA

OCARINA OF TIME™

by Tyrone Rodriguez

Welcome to the final installment of our guide to Ocarina of Time. It has been quite a challenge to bring you as much information as possible.

We hope you have as much fun beating the game as we did. Just don't rush through it. A game like this only comes along every couple of years. Next month we'll have some more songs that you can play on your Ocarina—I hope you like them.

Rumor has it that Nintendo is already in the planning stages for a sequel. Hey, I'm all for it, but I think I'll give other members of the staff a chance to do the strategy guide next time. I'll be taking a siesta for the next couple of months.



SKULLULAS



The following is the list of Gold Skullulas that aren't in dungeons. The dungeon Skullulas are relatively easy to spot. Happy hunting!

Death Mountain

- ▷ The first cave on the right holds a Gold Skullula (Young Link, Right)
- ▷ A small room above the entrance to Dodongo's Cavern is inhabited by a spider (Adult Link, Right)
- ▷ After searching the last of the falling rocks, discover a Skullula waiting for you (Adult Link, Right)
- ▷ A beam hole in front of Dodongo's Cavern looks promising, so plant bags (Young Link)

Green City

- ▷ Find a Skullula hiding in a crate in the top level of Green City (Young Link)
- ▷ The central platform creates enough of a shadow to hide a Skullula beneath it (Adult Link, Right)

Zora's River

- ▷ The shade off a ladder has enough darkness to protect a Skullula (Young Link, Right)
- ▷ Fight a Skullula swinging in the right branch at the tree near the mouth of the river (Young Link)
- ▷ Near the middle of the river, find a Skullula (Adult Link, Right)
- ▷ A Skullula sits across a wall before the entrance to Zora's Domain (Adult Link, Right)

Zora's Domain

- ▷ When the waterfalls recede, it leaves a Skullula stranded high above the lower paradise (Adult Link, Right)

Zora's Fountain

- ▷ A tree in the southeast corner of Zora's Fountain holds another Gold Skullula (Young Link)
- ▷ Find a Skullula next to the right of the fallen log (Young Link, Right)
- ▷ A group near the Great Fairy's Fountain conceals a Skullula (Adult Link, Right)

Lake Hylia

- ▷ The blood vine unspooled the Fire Arrow has a Skullula (Young Link, Right)
- ▷ Find a Gold Skullula inside a crate at the bottom of the Luretail Laboratory's pool (Adult Link)
- ▷ A Skullula waits for Link in the tree atop the Water Temple's tower (Adult Link, Right)
- ▷ A beam hole near the lab releases a Skullula with some bags (Young Link)

Graveyard

- ▷ The telltale sound of the Skullulas can be heard along the outer wall of the graveyard (Young Link, Right)
- ▷ The beam hole works its magic on the bottled bugs, producing a Gold Skullula (Young Link)

Sacred Forest Meadow

- ▷ To the east of the vision is a Skullula (Adult Link, Right)

Death Mountain Crater

- ▷ Another beam hole near the crater opens a Skullula (Young Link)
- ▷ Near a Skullula in a crate just inside the entrance to the Death Mountain Crater (Young Link)

Gerudo Valley

- ▷ The log bridge leads to a Skullula waiting against the dirt wall (Young Link, Right)
- ▷ The carpenter can hear a Skullula every night (Adult Link, Right)
- ▷ Another Skullula under the stairs is there for the taking (Adult Link, Right)
- ▷ The beam hole releases another Skullula (Young Link)

Gerudo Fortress

- ▷ High above the cavern wall of the fortress you'll find another (Adult Link, Right)
- ▷ While riding on the Horseback Archery Range, strike the Skullula behind the northern target pole (Adult Link, Right)

Hammid Woodland

- ▷ The stone structure where you discover the phantom guide holds a Skullula (Adult Link)

Desert Colonnade

- ▷ A Skullula hangs in the nearby palm trees (Adult Link, Right)
- ▷ The eagle beam platform reveals the way to another Skullula (Adult Link, Right)
- ▷ Drop a few traps in the beam hole and wait for the Skullula to emerge (Adult Link)

Kahlin Forest

- ▷ Behind the House of Ill Brothers' House (Young Link, Right)
- ▷ Behind the House of Twins (Adult Link, Right)
- ▷ Plant a bottle of bugs into a beam hole and reveal a Skullula (Young Link)

Hyrule Field

- ▷ Near the gate to Hyrule Castle (Young & Adult Link)
- ▷ A Skullula is hidden in the circle of clouds near the Gerudo Valley entrance (Young & Adult Link)

Hyrule Castle

- ▷ A crate in the Guard House of the Market has a Gold Skullula (Young Link)
- ▷ Play the Song of Storms near the walls outside to reveal a Skullula (Young Link)
- ▷ Uncover a Skullula in a tree at the entrance to the castle (Young Link)
- ▷ A Skullula hangs near an arch by Ganon's Castle (Adult Link)

Lon Lon Ranch

- ▷ The Skullula dangles in a tree at the ranch gate (Young Link)
- ▷ A Skullula lies behind the coral shed (Young Link, Right)
- ▷ Find a Skullula on the northwest side of the shed (Young Link, Right)
- ▷ A Skullula hangs from the second story window of Talon's house (Young Link, Right)

Kakarot Village

- ▷ A Skullula hangs in a tree atop the village entrance (Young Link, Right)
- ▷ Behind the House of Skullulas, find an owl (Young Link, Right)
- ▷ At the building under construction, discover a Skullula hiding within (Young Link, Right)
- ▷ Enter the graveyard at night to find a Skullula (Young Link, Right)
- ▷ A Skullula inside the lookout tower ladder (Young Link, Right)
- ▷ Check the roof of Impa's house (Adult Link, Right)

Lost Woods

- ▷ A beam hole near the Skull releases a Gold Skullula (Young Link)
- ▷ The beam spirit leads up to a magic platform, the perfect location for a Skullula (Adult Link, Right)
- ▷ Another beam hole near the shortcut to Zora's Domain conceals a Skullula (Young Link)





FIRE TEMPLE



After defeating the Forest Temple, head for Goron City. The once playful underground city is now a ghost town. Only a lone Goron rolls through its streets. Skillfully bomb his path; when you've blown him out of his ball, you can speak to him. He is the son of

Darunia, Link's sworn brother. Darunia's son shares the same name as Link. After a long conversation Darunia's son will give Link the Goron Tunic.

Make your way to Darunia's chamber. See the large Goron totem? Walk up to it and pull it out into the center of the room. This will lead Link to the Fire Temple's entrance. Use the Hookshot to traverse the broken bridge. At the other side of the bridge Sheik will teach Link the Bolero of Fire.

Inside the Fire Temple take the left door.



This will lead you to an area with Darunia.

He will explain the current situation. A couple of jumps will get you to a trapped Goron. Speak with the Goron and grab the key—you'll need a lot of these in this dungeon. Return to the temple entrance and take the right door. Link will find himself on a large wooden bridge in a fiery room full of moving platforms and wandering Keese. Both the left and right sides hold keys for the taking. Free the Goron in the

left room to get the first key. Use a bomb on the stone wall to

earn the next key. Return to the wooden bridge and cross to the other side of the room to get to the next door. Use the inclined plank to get to the other side of the next room. Use arrows or the

Hookshot on the Keese in this room. After all the enemies have been eliminated, you can climb the chain link fence. At the top you'll need to push a block on one of the pillars down to a hole on the ground floor. Once you've accomplished this, jump onto the large block. It will take you to a higher level in the temple. Enter the door. Inside the next room is yet another puzzle. Kill the two slugs in this area. A block next to a switch must be

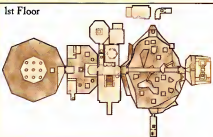


dropped to the ground floor then pulled out some more. Work your way up to the fire wall that covers a chain link fence. From this elevated position you must toss a bomb down at the switch below. This will stop the firewall temporarily, giving you enough time to scale the wall. The door at the top of this area will lead you to a circular area with rolling boulders straight out of *Raiders of the Lost Ark*. Explore this area to find two Gorons and two dungeon keys. Enter the locked door closest to the center of this area. After enter-

2nd Floor

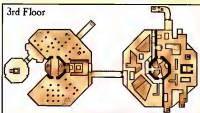


1st Floor



ing the next room, be careful not to fall into the next small room because it'll take you a couple of minutes just to get back. It resembles the piano room from *The Goonies*. (Does anyone even remember that movie?) Use the Fairy Bow on the silver eye switch to unlock the door to Link's right. When the door becomes accessible, enter it to get the dungeon map. Return to the Goonies room and take the door to the right of the Map room. Beyond the door is a room full of boiling lava. As soon as Link sets foot on the walkway, a curtain of fire will pursue him.

3rd Floor



Get to the other side of this area and enter the door; ignore the locked door to your left for now. You'll find yourself in the area with the rolling boulders, but

you'll be above them. Jump from platform to platforms until you hit a switch that releases an imprisoned Goron. Return to the platform with the slug. Kill the slug, then use a Bomb on the cracked floor. This will lead you back to a lower level in the temple. Free the Goron and grab your key. Climb the fence and return to the circular room with the fiery curtain. At the center of this room is a locked door; you passed it when running away from the fire the first time. The other side of the door holds one of the most annoying areas in this dungeon.

This is an area of the temple that has a huge maze composed of firewall. Walk carefully in this area. When Link walks too close to a firewall, the fire will rise and he won't be able to advance. Watch for random boulders! Find the door at the central structure in this area and continue through. When you get to the other side, you'll need to flip a switch to extinguish the fire. Use a Bomb on the first door ahead of Link—it's not a real door.



5th Floor





The Flare Dancer must be defeated in the next room. Stand on the platform—there isn't much room on it—and use your Hookshot when the Flare Dancer stops to attack. Once you've knocked its fiery shield off, go in for some hits. Repeat this pattern to defeat the Flare Dancer. Stand on the platform once it has been defeated. Another firewall will stop Link from climbing a fence. Do the same thing you did before to advance; use a well-placed hookshot or bomb to stop the fire and climb the fence. Beyond the door lies the Megaton Hammer. Step on the switch to stop the fire surrounding the Megaton Hammer chest. Now you'll have to hightail it to the chest before the fire starts up again. Once you've earned the Megaton Hammer, return to the switch. Use the Megaton Hammer on the block with a face on it. Once the block falls below, jump into the hole it left behind. Open the door and enter the next room. Use the Megaton Hammer on the small totem. This will cause a huge set of stairs open up. Grab a crate before you hop down the stairs. Use the crate on the blue switch down below. This will open the door ahead. Use the Megaton Hammer on the floor block with a face on it. Jump into this hole. Use the Hammer on the rusted switch ahead to open a door. Play the Song of Time to move the Block of Time. Jump over to the other side of this area and use the Megaton Hammer on the rusted switch to open the Goron cell. Grab the key and free the Goron. Exit the room and jump down the shaft. This will lead you to the area where you first met Darunia. Return to the main hall. Use the Megaton Hammer on the Totem blocking a doorway. Once the totem is out of the way, use a key to open the door. Kill all the enemies in the next room to



advance. Block the flying floor tiles in the next room and kill the Like Like. In the room after this, Link will battle the Flare Dancer again. You can use the previous strategy to defeat it or use the Megaton Hammer to make its fiery shield disappear. After you've bested the evil Flare Dancer, you can enter the last portion of this temple. The corridor ahead holds the last Goron and Boss Key. Work your way over to the room where you met Darunia. Use the Boss key here. It's time to battle Volvagia.

VOLVAGIA

Subterranean Lava Dragon

Volvagia will attack in multiple ways. First, it will creep out of the various holes in the platform you're on; second, it will

To defeat the guardian of the Fire Temple, you'll need the help of the Megaton Hammer.

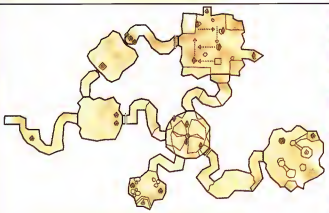
breathe fire; lastly, it will scream, causing a rock slide. Whenever Volvagia pokes its head out of a hole, use the Megaton Hammer. Right after you've hit Volvagia, pull out your sword and do a couple of hopping slashes. The evil dragon shouldn't give you much trouble. From here it's on to the Ice Cavern.



ICE CAVERN

Upon exiting the Fire Temple, take Link to Zora's Domain. Before you leave Death Mountain, you may want to search around. Two large boulders block a passage leading to a Great Fairy. The Megaton Hammer can destroy these boulders. The Fairy found ahead will give Link an added Magic Meter. When you arrive at Zora's Domain, you'll notice that everything has been frozen. Ganon has placed a spell, which you must undo. Even King Zora has been prepped for the frozen seafood section. Walk past the frozen king. Lord Jabu Jabu is gone. In his place are icebergs and Octoroks. Enter the cavern to your left. It'll take good jumping skills, but this cavern hides the Iron Boots.

Continue through the Ice Cavern until you meet up with four Freezards. Destroy these menaces to open up the next part of the cavern. Collect all the silver rupees in the next room to open the door above. Be extra careful when you are near the spinning ice blades. Get one of your bottles ready for the next area. Climb onto one of the platforms. Collect any hearts you may need. Once you're set on health go for the blue flame. Use the bottle to capture the blue flame. This will have to be repeated many times. The blue flame is used to thaw the red ice throughout the Ice Cavern. The frozen chest beyond the blue flame holds the cavern map. Be sure to pick this useful item up then reload on blue flames. Return to the previous room and use the blue flame on the wall to Link's left (the east wall); this will open another passage. Here you'll find a heart piece and the cavern compass. Reload on blue flame after getting the compass and heart piece. Go back to the room with the ice blades. Directly across from the room you just exited is a





wall which you can unfreeze with your blue flame. Beyond is another puzzle. The ice block must be pushed around so Link can acquire each of the silver rupees. The door above will open, now you can move the block to near the door and enter the next area.

Use the blue flame on the red icebergs blocking your way. Beyond the door is a White Wolfos. He's very particular to temperature. Equip Din's Fire and fry this puppy. Two shots from the magical fire will do it. Nice and easy, wouldn't you say? Upon defeating the cold canine a chest will appear. Inside are the Iron Boots. As soon as Link opens the chest and receives the Iron Boots Shelk will materialize. He will teach Link the Serenade of Water. Use this song to warp to Lake Hylia. Behind the chest is a small hole full of water use the

Iron Boots to sink to the door below. This path will take you back to the entrance to the Ice Cavern. Before heading over to Lake Hylia you must return to the frozen King Zora. Be sure to have a blue flame in a bottle. When you return to Zora's Domain use the blue flame on the king. He'll thaw and give Link the Zora Tunic.

Equip the blue outfit and warp to Lake Hylia. Jump into the drink. Use the Hookshot on the Green switch above the temple entrance. This will open the door. For future reference, the Hookshot is the only weapon that can be used underwater. Inside the temple you'll want to sink to the lowest depths possible. Enter the door with two unlit torches (it'll be to the right of the temple entrance). At the end of the corridor Link will encounter Princess Ruto. Link's bride-to-be will give Link the 411 on the Water Temple. After she splits remove the Iron Boots. Link will float up to another level in the temple. Enter the in this room. Defeat the four Spikes in the next room with your Hookshot then collect the temple map and return to the room with the Triforce emblem. Play Zelda's Lullaby in front of the emblem. Doing this causes the water level in the temple to change. Jump into the hole, down below you'll need to light two torches using your arrows in conjunction with an already lit torch (if you don't feel like using arrows then use one shot of Din's Fire). Once the door has been opened by the torch you lit you can enter, kill all the Shell Blades (use the Hookshot) and get a dungeon key. Go back to the main hall and locate the doorway directly across from the hall you just exited. There should be a gray block in the way. Push the block as far as you can. Now use the Iron Boots to sink into the water-you should



be on the block. Once you get to the end of the watery passage equip the standard boots to float up. When you get out of the water you must flip the switch to cause a flow of water to rise. Run through the water at full speed to use it as a plat-

form. The next room has a powerful whirlpool that can take you by surprise if you're not ready for it. Use the flow of the water

to swing Link over to the underwater structure that looks like piping. From here you can hop into the doorway and use the Hookshot on the statue's mouth to open the gate temporarily. Kill the enemies behind the gate with your Hookshot. Find the chest and get the dungeon key inside. Exit the whirlpool room returning to the main hall of the Water Temple. Enter the locked door. Hookshot to the upper platform. When you find the Triforce emblem play Zelda's Lullaby. This will change the water level anew. Equip the Iron Boots and dive into the



water. Be cautious as you descend. You don't want to land on a spike. Under the floating block is a hole that you can use to sink even further. When you find a room with a crystal switch get ready for some more obnoxious enemies. Hitting the switch will cause some crustaceans to fall from above. Take care of the trash with your trusty Hookshot. The gate to right will open after all enemies here have been destroyed. Go through the gate and find the dungeon key inside. Return to the last area where you played Zelda's Lullaby after getting this key. Get to the ledge across from the floating block and exit. The water level outside is higher than it was before. Use the Iron Boots to sink down below. Go through the doorway with a torch on each side (it'll be to the right of the exit). This area looks familiar, doesn't it? Float up to the room with the cracked wall. Use some Goron Chop (a Bomb) to breach this wall. Go get your prize, a dungeon key. Go back to the main hall. On the second floor is a hallway with two pots in front. Enter through there. Use the Hookshot to get to the top area. Flip the switch in this room to stop the geyser. You'll have a limited amount of time to get the chest. Once you reach the chest, pick up the Compass. Drop through the hole in the middle of the floor (be carefully of the spikes directly below). Follow the hallway back to the main chamber. Hookshot across to the center of the room, and locate the locked door on the opposite side of the chamber. Hookshot over to the door and enter. Kill the enemy within and flip the switch so the water flow will allow you to get to the next part of the temple. When you come to the Triforce emblem play Zelda's Lullaby. This will change the water level again. Dive into the main hall and swim to your left. Open the locked door. The waterfall ahead is quite a chore to climb. You need to use the Hookshot to reach each consecutive moving platform. Enter the locked door. Flip the pink switch with your Hookshot-this will raise the water level. Hookshot across the room. Lower the water (by hitting the switch) and Hookshot to the other platform. Hit the switch again and Hookshot to the grapple hookshot plate on the last statue's neck. Lower the water and climb then statue and raise it again so Link can reach the ledge above. Kill the enemies blocking the door then it's time for the sub-boss-Evil Link. Using the Goron Sword makes fighting you're the evil side of Link a breeze. He has as many hearts as you do, but the Biggoron Sword give you a huge edge (no pun intended). Use primarily horizontal slashes. If you keep it up dark Link should be no match. The illusion will disappear after He has been destroyed. The following room has the Longshot. A block behind the chest will move if you play the Song of Time. Drop down the hole. Swim through the currents until you find a platform with some pots on it. Swim to the platform and collect the power-ups inside the pots. From here swim to the





other platform and use an arrow on the gold switch. This will open the gate to the left. Inside you'll find a key and a way back to the main hall. Return to the main entrance chamber and enter the room where you originally met up with Princess Ruto. Swim to the Triforce and lower the water level. Enter the central structure in the main hall. Raise the water level like you did before. Exit the tower; look for a doorway with an eye switch directly below it. Use an arrow on the eye to open the gate then use the LongShot to

get across. As you walk down the hallway you should come across a block inside the wall. Pull it out as far as you can. When you can pull it no further exit through the only way possible. Longshot to the central structure and find the entrance with the eye switch. Repeat the procedure to get inside again. When you enter the same hallway you'll notice that the block is now in Link's way. Push it in as far as possible. With the block

out of the way you can get another dungeon key. Return to the main area and dive down to the second tier. Enter the door that has a red floating block in front of it. In the next room you'll have to flip the switch to allow the water flow to raise Link to the next level. Once you get back to the main area play Zelda's Lullaby to raise the water to level to its maximum. Equip the Iron Boots and sink to the lowest part of the temple. Enter the doorway opposite the temple entrance. At the end of the submerged hallway use the Longshot to get out of the water. Enter the door ahead of you and cross the watery channel with Blue Tektites. Kill all the Stingers that follow before diving into the room below. Now jump down below and bomb the cracked wall. When you come to a block in your path push it as far as you can. You must push this block onto a switch that lies underwater. Once the block has depressed the switch the water level in this room will rise allowing access to the door above. The door will take you to a room with two Blue Tektites, three geysers and a yellow switch. Step on the switch and jump from geyser to geyser to get to the other side. When you see a waterfall with boulders fall from above, equip the Iron Boots and sink to the right. You will find a locked door at the end of a series of corridors. Unlock the door to find the Boss Key inside a large chest. Return to the main area and Longshot to a stone statue. Enter the door behind the statue. Climb the incline and enter the Boss Chamber.

MORPHA GIANT AQUATIC AMOEBA

Hop onto one of the four platforms in this room to begin the battle with Morpha. It's best to battle this boss on the sidelines. It's more difficult to keep track of it when it can attack Link from all angles. Choose a corner and hang out there. Morpha will attack by creating arm-like extensions made of water. These extensions can really rock Link's world. Wait until it attacks then go for the nucleus with your Longshot. When you've extracted the nucleus use your sword to slash away. After a couple of slices the nucleus will return to the water. Repeat this simple pattern to beat the Water Temple boss.

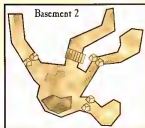


KAKARIKO WELL

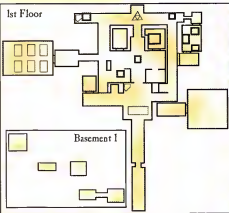


Return to the past by entering the Temple of Time. Go to Kakariko Village well and enter the windmill. Play the Song of Storm inside. This will cause the water in the well to lower. Jump into the well. Continue down a long

hallway until you come to the main hall. Note that the walls in the well are sometimes not what they seem to be. Rooms with invisible walls to Link's left and right both hold keys. Pick up the key to the right then the one to the left. Near the left key is an invisible wall that holds the dungeon compass. After picking up the compass head to the back portion of the well. When you come upon the



Triforce logo play Zelda's Lullaby. The remainder of the water in the well will subside. Return to the main



area just before the two keys. A small pool like area no longer has water. Hop inside to find a small hole that Link can use to go through. Dead Hand is at the other end of this tunnel. To defeat this mid boss you'll need to attract its attention by drawing Link close to one of its protruding arms. When it gets in range slash away. Repeat until it has been eliminated. Your reward is the Lens of Truth. You can now warp to the Temple of Time or continue to explore the well.



SHADOW TEMPLE

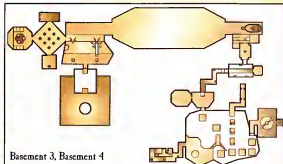
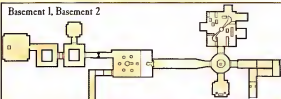


Adult Link's skills and talent will be necessary to conquer the Shadow Temple.

Once you've gone to the Temple of Time and changed into the older wiser Link warp to the Shadow Temple entrance.

When you arrive at the locked entrance equip Din's Fire. One blast from the central pedestal will ignite the torches. And in case you're wondering, it is possible to light them one by one. Have the Lens of Truth at the ready as you walk through the temple. It will show Link things he won't normally be able to spot. When you get to a room with some skull posts and a bird-like statue use the Lens of Truth to find the hidden door. Enter the door and trek forth. After the hallway Link can find the dungeon map in a room to the right. Exit the map room and head right again. The room at the end of this area holds the Hover

Basement 1, Basement 2



Basement 3, Basement 4

Boots.

You'll need to defeat Dead Hand again. Use the same strategy as you did before. It might be more difficult this time around because of the added hands. Return to the room with the skull posts. Equipping



the Lens of Truth you'll notice that only one of the skulls is real. Make the bird face this skull. With that out of the way equip the Hover Boots and bolt across the chasm. You'll make it. When you come to the end of a long hallway use a Bomb on the Beamos in the circular room. Take a right from the hallway to enter a room where you'll find the compass. Go directly across from the compass room to a room with two spinning reapers. Collect all the silver rupees to open a door giving you access to another Key. Exit this room. Use a bomb on the wall to the left of this room to open a door. Work your way down this hall ridden with obnoxious skulltulas. Cross the next area by jumping from platform to platform, but watch out for the guillotines. The battle with the lone Stallor should be easy. When the trash has been taken out, jump onto the vertically moving platform. Wait until it has come to a full stop down below before jumping. Jump onto the next platform from here. Walk towards the Beamos and spinning traps. Collect all the silver rupees to advance. Use the Lens of Truth in the room ahead to find the hidden block. Pull the block through the two descending traps. Link won't get smashed by two the two traps if he uses this block. When you've crossed hop onto the block to find a switch. Step on the switch to reveal a chest. Longshot over to the chest to find a key. Return to the previous area. When you come to the last platform you were on use the Lens of Truth. Now you can see two invisible platforms. Pick up all the silver rupees here with the help of the Longshot. The room to the left holds another dungeon key. Toss a Bomb into the spinning statue's head to get to the key. Use the Longshot on a target on the ceiling to reach the locked door. Do your best as you walk down the hallway with fans. Make your way to the last fan when you reach a room with a long walkway and three fans. Use this last fan in conjunction with the Hover Boots and Lens of Truth. Kill all the enemies in the following room; now use a bomb on the junk pile in one of the corners. Use the Lens of Truth to see the invisible chest. Exit this room. In the large area with a large Link must pull the block so he can use it to reach a ladder. Jump on the boat and play Zelda's Lullaby while standing on the Triforce logo. This will set the boat in motion. Quickly egress from

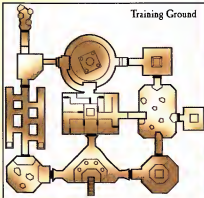
the vessel as it begins to sink. Enter the only door available. Equip the Lens of Truth to make your way through a confusing maze full of Wall Masters. The room to the left of the entrance holds a key. The room to the right has the Boss Key. When you enter the room with the Boss Key use Din's Fire to burn the trap sandwiching Link. Go back to where the boat sank. Can you see the large statue with Bomb Flowers at the base? Use a well-placed arrow to cause a chain reaction. When the statue has fallen you can use it to cross the large empty river. Use the Lens of Truth yet again as you attempt to cross this room with invisible platforms. Jump into the small hole in the next room.

**BONGO BONGO**
Phantom Shadow Beast

It's best to use both the Hover Boots and Lens of Truth for this battle. The Hover Boots will lessen the bounce of the tarp and the Lens of Truth will give Link sight of the huge drum-n-bass boss. Target each of the Bongo's hands and strike them with an arrow. While his hands are recovering aim for his single eye. When you've nailed it with an arrow quickly rush in and slash the tar out of his with your Biggoron Sword. As with the previous bosses, repeat this pattern to do him in. He has no other extraordinary patterns.

**GERUDO TRAINING GROUNDS**

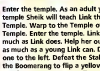
The Gerudo Training ground will be a pain in the butt to beat. Besides sneaking passed the perimeter security Link must also free four Hylian carpenters. Be extra careful when walking around the Gerudo Training. The female guards are quick to throw Link into a cell. When you encounter a purple guard, pull out an arrow and strike your target. Red guards hide keys to cell. These pesky enemies will send enemies back to the pokey if Link gets knocked down. Deku Nuts will freeze these opponents if they don't block. Use this opportunity to slash the female Gerudo. They tend to bounce around a lot. After you've defeated each one they will leave a key. When the last guard has been defeated she'll give Link the Gerudo Pass-Link will have a honorary membership to the fortress—this includes the obstacle course that has the Ice Arrow. This pass will give Link access to multiple including the Haunted Wasteland. Speak with the guard at the top gate and have her open the gate for Link.



Training Ground

HAUNTED WASTELAND

Link will need the Hover Boots and the Lens of Truth to cross the sandstorm. The Hover Boots will get you passed the first problem, a river of quicksand. After the river follow the flag Markers, use the Longshot to hook from post to post if necessary. When you find a circular formation of posts walk inside. There you'll spot what looks like a shrine of some sort. Equip the Lens of Truth to spot your spooky guide. This friendly ghost will show Link the way to the Desert Colossus.

SPIRIT TEMPLE

Enter the temple. As an adult you'll find no possible way of continuing forth. After exiting the temple Sheik will teach Link the Requiem of Spirit. This handy tune can warp Link near the Spirit Temple. Warp to the Temple of Time and return to the past. Now as young Link warp to the Spirit Temple. Enter the temple. Link will meet Nabooru. This headstrong Gerudo despises Ganondorf as much as Link does. Help her out and she'll move out of the way. Now you can explore the temple as much as a young Link can. Destroy all the enemies in this room to unlock the doors. Take the one to the left. Defeat the Staffos waiting for Link after the door. When you're out of danger use the Boomerang to flip a yellow switch. The large chain link fence will fall over, you can walk across it. When you confront Anubis

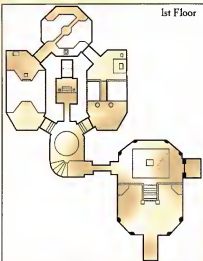
you can use the switch in the room to trigger a ring of fire or you can burn Anubis with more ease by using Din's Fire. Enter the next room when you've defeated this enemy. Collect all the silver rupees to cause the chainlink fence to fall. Cross it and light both unlit torches. A chest will fall from above. This one has a dungeon key. Exit back to the room where you started and enter the center door. When you reach the second floor you'll need to give the sun on the floor some sunlight. Destroy the enemies in this room before solving the puzzle. The switch in this room will reveal a chest with a Bombchu inside. Use a Bombchu on the loose rock. When the rock has fallen



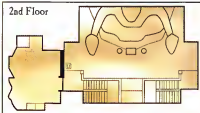


sunlight will shine and the door will open. The Armos in the room with the large Gerudo statue must be pushed off the ledge and onto a switch on the ground floor. If you want to earn the dungeon you must light both unlit torches. Do this by using a lit Deku Stick or Din's Fire. Go up to the third floor and enter the next room. This one is a handful. You won't run out of things to do in here. First, destroy all the Beamos; this will make Link's job a lot easier. Now, pull the sun block into the sunlight. Next collect all the rupees in the room to ignite one of the torches. Use a Deku Stick to light each consecutive torch. When all the torches have been lit a chest will fall from above. This chest has another dungeon key. Link will battle an Iron Knuckle in the room with the high pillars. To beat this tough to kill enemy slash after it has missed a chop. The Hoping slash works best if you can get the timing down. Outside the Spirit Temple Link will find the Silver Gauntlet and spot Nabooru being captured by Twinrova.

Teleport back to the Temple of Time and go back to the future (sans the DeLorean). If you thought the temple was large before wait until you explore it in its entirety. Warp back to the Spirit Temple. Now that you have the Silver Gauntlet Link can move the large block to the right. Push it until it falls into place. Destroy the large block at the fork. Kill the Wolfos before you do anything in this



1st Floor



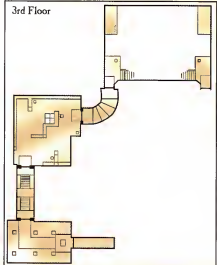
2nd Floor

the Like Like in the next room before picking up the key. Return yet again to the area with the Beamos. This time take the middle route. Watch out for the Like Like as you walk



down the corridor. Climb your way up to the second floor. Push the Cobra Mirror until you find the real sun. When you have the next door will unlock. If you get too greedy with the chest in this room you'll regret it. After the Cobra Mirror room Link will be in the room where he originally found the dungeon map. Longshot over to the rusted switch on the far back portion of the room. The Megaton Hammer works great on this switch. The central door is now open. Use the Hover Boots to scurry over to the statue's left hand (it has the Triforce emblem on the palm). Play Zelda's Lullaby to make a chest fall into the statue's right hand. Longshot over and collect your prize, another key. Enter the room you opened with the switch. Push two consecutive blocks into their holes. Once again, slam the rusted switch with the Megaton Hammer. Go back to the statue room and enter the locked door on the third floor, take

room. After the doggy is dead play Zelda's Lullaby while standing on the Triforce logo. You'll see a chest appear. Use the Longshot to swing over to the chest. You now have the compass. Exit to the previous room with the Beamos. Enter the right door. You should be a room with three moving boulders and some silver rupees. Pick up all the rupees to unlock the door. Kill



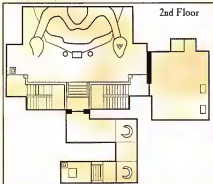
3rd Floor



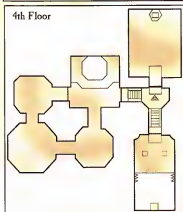
the stairs. Use Fire Arrows on the three Egyptian enemies in the room with the various holes. The preceding puzzle is a pain. Link must lure an Armos onto the blue switch. This will open the locked door. But if the Armos steps off the switch the door will close again. Be patient and it'll happen. Follow the corridor until you reach an Iron Knuckle. Defeat it just like you did when you were a child. It should be much much easier since you can use the mighty Biggoron Sword. Beyond the Iron Knuckle room lies the Mirror Shield. Now Link's attire is complete. He can fight style with the Biggoron Sword, Goron Tunic and Mirror Shield. All super heroes have



to color coordinate, Link's no different. Going back to the room with the Armos' Link will have to use his new shield to reflect the incoming sunlight onto the sun on the wall. With that done he can enter the room with the key inside. Return to the Anubis room and use the key on the locked door. Destroy all the enemies within this room and carefully climb the moving wall. It'll take some timing on your part but a couple of tries and you'll be up. Walk forward until you see the Triforce emblem. Play Zelda's Lullaby. Enter the door ahead of you. Kill all the slugs and destroy all the false doors before solving this puzzle. Hit the yellow eye switch with an arrow then use the Longshot to



2nd Floor

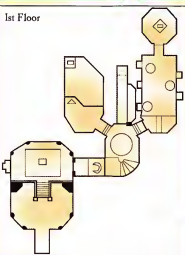


4th Floor

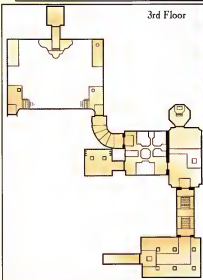
swing up to the platforms above, step on the switch and pick up the Boss Key. Exit the room

and head to the right. Watch out for flying pots as you enter this room. Use a swing from your sword to flip the switch behind the bars. This will unlock the door ahead of you. The only way to get the sun down to the main room in this area is to rotate two Cobra Mirrors. The first is easily accessible. The second can only be reached by blowing a hole in the wall. Once both mirrors pull the sunlight to the larger mirror Link can step down and reflect the light onto the sun. The platform will descend to the second floor. Reflect the sun's rays on the statue's face. It will crumble revealing a hidden doorway. Longshot across to the Boss chamber. Before you battle the twin witches you will defeat yet another Iron Knuckle. You know what to do.

1st Floor



3rd Floor





TWINROVA

The twin sisters are invulnerable to their own magic but extremely susceptible to their counterparts brew. The two will fly around the arena like bats out of hell. Each one will usually take her shot at Link. Use the Mirror Shield to reflect their juice. Try to have both in the same area when you go for a hit. 2 Target the one you'd like to hit, but keep an eye on the one shooting the magic. That is, if you would like to hit the Koume, get her but be more watchful of her sister. After a severe beating the two sisters will transform into one. Now the pattern changes. Link will have to absorb three shots of the same magic. That is, three ice shots or three fire blasts. The third consecutive shot of a specific magic will overload the shield causing it to let loose with the magic. Be sure to strike Twinrova with the blast. She will become dizzy and fall to the pedestal below. Longshot over to the witch and her with your sword. Repeat until they kick the bucket.



CANON'S CASTLE



You've made it to the last portion of your quest. Ganon's Castle is the only thing standing between Link and the evil wizard. This will test every skill Link has learned up to this point. There are six

areas within the castle. Each one represents one of the six sages. You'll need their help to undo the binding force. Only when the force has

been broken can you face Ganondorf. If you ever need anything or become weary from battle a secret shop full of business shrubs and fairies is located on the lower floor. Use the Lens of Truth to find it. Going in a counter-clockwise manner begin from the door to the right of the entrance. This area represents Forest. Defeat the Wolfos then light all the unlit torches. Equip the Hover Boots as you'll need them to float around the platforms that follow. Use the fans to your advantage as you pick up the silver rupees within. Take out the Beamos before you attempt to get anything done. Use a Light Arrow on the Forest Barrier to speak with Saria.

Enter the door to the right. This is the Water Barrier. Kill all the Freezards in the

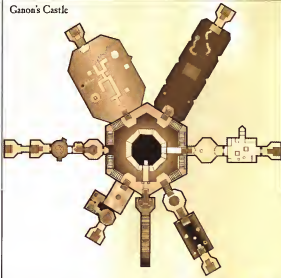


room then use the Blue Flame on the red ice to exit. Link completed an ice block puzzle like this before. The only difference here is that you have a time limit. When you've done it use another Light Arrow on the Water Barrier.

After the Water Barrier is the Shadow Barrier. This is one of the more challenging areas. Link will have to hit a far away torch with a fire arrow to create a temporary walkway. When you reach the platform with the Like Like you'll have to hit the same torch to create another walkway to a switch. This switch will give access to the chest holding the Gold Gauntlets. When you've gotten the Gold Gauntlet head over to the Barrier room. Shoot a Light Arrow through the barrier just like before.

You've been using collecting silver rupees by now. In this area it is necessary to collect five rupees to advance. The Gold Gauntlets will come in handy against the enormous block. Link will lift it up and toss it back. Now you can use it to get the last rupee. Go into the Barrier room and speak with your brother, Darunia.

Ganon's Castle





Use the powerful Gold Gauntlets against the obstacle stopping you from the Light Barrier. The Lens of Truth will show Link what his eyes cannot see. Defeat all the enemies here to earn a key. When you come to the Triforce logo play Zelda's Lullaby to earn yet another Key.



The last room is the most confusing. Use the Lens of Truth to see beyond this room. When you have released the Light Barrier it's time for the final task, the Spirit Barrier. As you enter the room filled with traps and Armos collect all the silver rupees. Flip the nearest switch with your sword in the next room. Collect the Bombchus and use one to hit the far switch. Get rid of the spider webs with a Fire Arrow then use the Mirror Shield to reflect the sun. When the last barrier has been broken you can enter the main tower. There should be nothing surprising as you battle your way up to Ganon. Every enemy you will fight you've already beaten a hundred times over.

GANON

Position yourself as shown when the battle begins. Equip the weapons as shown—have the Hover Boots equipped. You won't be moving much. Ganon will throw magical bolts at Link. Reflect them back with your sword like you did in the Forest Temple. A volley will ensue; after time Ganon will take the hit, unless you mess up first. When he is recovering from the hit quickly strike him with a Light Arrow, only this can pierce his dark soul. Now run across the small hole and slash at Ganon as much as you can in the short time given to you. Run back to your previous position and repeat this pattern. Sometimes Ganon will create what looks like a black hole. When he does this he'll send more than one bolt at you. The spinning slash will send them all back with twice the force. If you run out of magic or need health and arrows the floor below with all the pots has what you need. You will have to climb up the central spire if you fall. It's not over when it's over. After Ganon lies helpless, Zelda and Link must escape. You have 3 minutes to make it out of the crumbling tower. Keep ahead of Zelda and she will follow. When she is captured by a wall of fire kill the two Staffos to free her. When you've escaped you're not completely out of the clear. Link will have one last battle with Ganondorf, who has now changed into Ganon by the power of the Triforce. This final incarnation is the monster we know. And now we learn how it came to be. If you need any items lure Ganon towards the rumble. He'll destroy anything in the way of Link. You can collect whatever flies out. To defeat Ganon one last time fire Light Arrows directly at his head. If he doesn't block you can roll beneath his legs and strike his tail with the Biggoron Sword or the Megaton Hammer. Both work well. Ganon has two swings that can do some serious damage if not avoided. Ganon's attacks and movements will speed up after sustaining some damage. Keep the same rhythm but concentrate on his tail. The battle is close to over when you are permitted to pick up the Master Sword. The final strike can only be accomplished with the Master Sword. Even the Biggoron Sword is no match for Ganon's evil heart.





by Anatole Brown

Goodbye, Segata Sanshiro!

The Segata Sanshiro game is pretty crude, but it has a bunch of fun mini-games and it's a barrel of laughs.



His own CD and stuffed dolls! I wonder if he sings better than William Shatner!



Segata Sanshiro has been Sega's official mascot for the Saturn in Japan. Originally he was used to market the white Saturn in Japan (his name is a play on words meaning, "Do Sega Saturn White"), but as his popularity grew he became known as THE Saturn guy. Segata Sanshiro, played by famous actor/martial artist Kunihiro Fujioka, has become so popular that Sega is making a killing through merchandising his character. Some of the merchandising goods include: a Sanshiro Saturn game, plush dolls, T-shirts and even a music CD sung by Mr. Sanshiro himself! His strong, never-say-die image is perfect for the underdog home system. Now that the Saturn's life has run its course, however, Mr. Sanshiro's job has come to an end. The following TV commercial says goodbye:



The Sega office celebrates as they get ready to release the Dreamcast. A unisamer terrorist releases a missile. Ahh, run away!

Sanshiro jumps from the Sega building, grabs the warhead and steers it away by pushing off the window with his feet!

Like Superman, he takes the missile into space and goes out with a bang. The Sega Saturn hero sacrifices his own life for the future of the Dreamcast. How touching (sniff)

GAME DESIGN 101

Game design schools are becoming so popular in Japan that if you open any Japanese video game magazine, you'll see tons of ads trying to recruit new students. In the U.S., there are several computer graphic design schools but it's pretty hard to find classes that specialize in programming for computer games. In Japan these game schools are popping up everywhere, giving most anybody a chance to become the next Shigeru Miyamoto! The only downside is that classes aren't cheap and can range anywhere from \$10,000 to \$20,000. Some software companies,



Modeling is an integral part of 3-D character design.

like Konami, have their own schools and students get to learn from masters like Hideo Kojima of Metal Gear Solid fame! As people begin to realize that video games are becoming a multi-billion dollar industry, more game design classes may start appearing in American Universities. Keep the faith, future designers!



At Konami Computer Entertainment School, each student gets to learn on a Power Macintosh.



Students learn the basics of game design at Amusement Media Art School.

Layla Croft!

Just a couple of weeks ago, Tomb Raider III was released in Japan by Enix. The Japanese version of the game has an entirely different opening movie. The original U.S. version has no trace of Lara in the opening sequence, but in the Japanese version you get to see her in full action. Check out the subtle differences in Enix's version of the rendered Lara—she looks a tad angrier than our Western counterpart! Also, in Japan people call her Layla Croft, since pronouncing "Lara" is a little awkward in Japanese. None of this, however, takes away from her...um...universal appeal!



an eeevil tamagotchi

All right, I know Tamagotchis are pretty much over in America, but in Japan they're like Ty Beanie Babies! Apparently, even the Yakuza (Japanese mobsters) deal in rare Tamagotchis because they make more money than dealing illegal contraband! A new addition to the Tamagotchi family is Devil Gotchi. Instead of preventing them from becoming bad, the Devil Gotchi is inherently evil! You have to use magic powers to bind them from doing bad things whenever their "evil meter" starts rising. Grab one before the Yakuzas do!



BACK ISSUES



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1996

March - Samurai Showdown III: Revolution X, Earthworm Jim 2, Legend, Virtua Cop, Virtua Fighter 2

April - Ultimate Mortal Kombat 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - Killer Instinct 2: Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Gears of War, Pocky Park, Assault Rigs, Johnny Baseball

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Bakus Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - Special Arcade Issue: Mana TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe, The Owl, X-Perts

October - NIGHTS, Super Mario 64 (part 1), Tekken 2

November - Star Gladiator, Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kubs

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Showdown IV—Plus FREE Mario Kart 64 Pinup

April - Turbo: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Gears of War, Crypt Killer, Rabbat Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turbo: Dinosaur Hunter (part 2), The Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush: Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Heels, War Gods—Plus FREE Ken Hoskins War Gods Pinup

October - CastleVania Symphony of the Night: Time Crisis, Falcom 11-79, Multi-Racing Championship, Oddworld: Abe's Oddysey, Ghost in the Shell, Tekken 3 (part 2), IQ Intelligent Cube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December - Diddy Kong Racing: MOK, GoldenEye 007, Coc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies, Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto destruct, Steep Slope Riders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September-Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, O-Garus, Radical Bikers, Shining Force II, Devil Dice, Vigilante 8, Heart of Darkness

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Densha De Banjo

Nintendo went on a huge advertising campaign in Japan with the December release of *Banjo-Kazooie*. Several westbound bullet trains (shinkansen) from Hakata to Shin-Osaka were decorated with characters from *Banjo-Kazooie*. The ad campaign lasted from the beginning of December until the end of January to greet the new year. Inside one of the cars was a huge Romper Room-style play area for little kids called the "Kiddie Saloon". Inside, you can read, draw, build blocks and even meet Banjo himself! Lucky passengers were able to purchase awesome *Banjo-Kazooie* goodies like watches and keychains. Nintendo has been using major transportation systems throughout Japan as a means of advertising; last year it used All Nippon



Always to advertise Pokémon. How this has helped Nintendo in N64 sales in Japan is questionable, especially when you consider its poor performance in the Japanese market. What's next, a *Zelda* ocean-liner?



Here's the original blueprint for the *Banjo-Kazooie* train.



On the opening day of the train's route, kindergartners got to watch them point the train and meet Banjo!



Inside the train is a play room for kids. You can even buy some of this cool *Banjo* stuff from a catalog!



BEAT MANIACS

After years of silence in the arcades, Konami found itself with a bonafide hit in *Beatmania* last year. So successful was the game that Konami proceeded to create other music and dance games like *Dance, Dance, Revolution*. Now a whole bunch of companies are trying to bank on the hip-hop culture phenomenon. It's almost as though people have forgotten how innovative Parappa the Rapper was! Konami has released a PlayStation version of *Beatmania* and there's even a *Third Mix* add-on disc available. Let's take a look at some of the hot *Beatmania* items out in Japan now:



Beatmania for the Color Game Boy! In Japan, a Color Game Boy version was released this month. This version features some songs not in the PlayStation or arcade versions, like "Country Western!"

We showed you the original black PlayStation controller by ASCII in last month's Cool Zone. Now take a look at these limited-edition controllers for true *Beat Maniacs*. There's only 1,500 of each, so if you can get your hands on one of them in the U.S. then you're really lucky! Each one was exclusively designed for Famitsu, a famous video-game magazine published by ASCII themselves. The orange one was designed by the art director of the popular band Pizzicato Five, while the white one is designed by Jason's buddies, the band Dengel Groove!



Konami also released this small portable *Beatmania* game. All we can say is that it must be really hard to scratch on that mini turn-table!

Bust It!

Speaking of music and dancing games... Just as we were about to go to press, news

came out of Japan that Enix is releasing an arcade version of *Bust-A-Move* (a.k.a. *Bust-A-Groove*)! It's pretty rare that a home console game gets ported to the arcades, but Enix is hardly your everyday company!

Actually Enix got a lot of help from Atlus and the arcade masters at Namco in putting the cabinet together. The arcade version will incorporate foot pedals to enhance this already fun game even more. Let's hope it makes its way out here soon.



With all those speakers it looks oddly like a *Beatmania* machine! Put on the Freeze!





COOL ZONE

STAR TREK We're in Tribble!

I don't care what anyone else says: The original *Star Trek* television show was, and still is, the best of the series. When Captain Kirk wasn't scamming on girls aboard the *Enterprise* or channel surfing on his "blee screen," he was off on

some wacky planet kicking some alien's backside. Naimee, Kirk didn't take no crap from nobody! (sorry, I'm off on a tangent; my apologies) In any case, the fur ball you see to the left is called a Tribble. These little creatures

caused quite a problem for Kirk and his crew in the classic episode *The Trouble With Tribbles*, when they multiplied by the millions. Why, at one point, the darned things even wound up on Kirk's lunch tray! Jim was happy to get his very own "Talking Tribble" for Christmas. The VHS video gift set includes the original *Star Trek* episode, along with the cleverly-crafted Deep Space Nine episode in which Sisko, Wolf and crew are thrust back in time to deal with the little buggers themselves. The new cast crosses paths with the original cast and...well, it's pretty cool. Oh, and did we mention that this set also comes with a Tribble? Check your local video retailer for availability. MSRP: \$29.99

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It's Talking Yoshi! From *Bananas Deutsch & Associates* (say who-?) comes four officially-licensed talking plush toys. There's Mario, Donkey Kong, Bowser and, of course, Yoshi. Squeeze Yoshi's left hand and he blurts out his trademark "Shwee-shwee-shwee-shwee-SHWOOW!" sound! MSRP: \$19.99 each.

Everyone loves M&M's! If you don't, you must either be a communist or Gerald Rivera. Just kidding. Okay, this gumball machine-type dispenser comes in handy when we need a chocolate rush. Actually, I love M&M's so much, every time Jim turns around to get one out of the dispenser, there's like, one left. Other kinds of goodies work in the dispenser, too; gumballs, pellet candy...even Vitagra!



Ever wish you could play *Elmer Fudd* in the privacy of your own bedroom? Well, Jim...lick! Arcadia Electronic Shoot from Toy Max projects moving targets on walls. No need for batteries, either; just plug the base unit into a wall socket, turn the lights out and go mental! Up to two players can blast away at quacking ducks simultaneously using light-sensing rifles. The quacking sound effects eventually drove us to the brink of insanity, however, the cool "kickback" feature of the gun really added to the fun. Whatever you do, DO NOT HOLD THE GUN BARREL IN FRONT OF A BRIGHT LIGHT AND PULL THE TRIGGER! After Chris did this, our gun went dead and we had to have Toy Max sent us a new one. Arcadia comes with base unit, rifle and Shoot Duck game cartridge. Available now—check your local toy store. MSRP: \$69.99



These cool Team Rocket figures are from Bandai. Judging from the recent cross-licensing of the *Monster Ball* series for the U.S., you may be seeing Jessie and James in a toy store near you!



This funny-looking, frog-faced stick is called *Migo No Te*, which means "Grandchildren's Hand" in Japanese. An age-old tradition, grandchild-dren in Japan have been known to scratch the itchy backs of their grandparents. I'm sure glad I'm not a tiny Japanese boy... Zee-ccc-eee! Import only.



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Who's the man? Huh?... HUNT!! Master of Video Game Music, Tommy Tallarico, gave members of the Tre & Trecks crew miniature violins for Christmas. Each battery-operated instrument plays several tunes. Musical selections consist of pre-programmed notes which are triggered as the bow makes contact with the strings. As long as your timing is reasonable, you can tap away and the songs come out sounding pretty good. Idiot-proof...just how we like it! We keep torturing Jason by playing "You Are My Sunshine" over and over again! Hah, hawww! A fun toy and a perfect torture device, to boot! Thanks again, Tommy!





If you have yet to receive your fill of the Spice Girls, you might want to pick up some of these three-inch figures. There are twelve different figures (no Ginger, though!) and each comes with its own transparent stand. Available now from Toy Max. MSRP: \$2.59 ea.

Pikachu-branded "AAA" batteries from Fujitsu. Perfect replacement juice for a stying Game Boy Pocket! Import only.



70'S MANIA! *

A crazy look back at a time when it was cool to take a picture of K.C. and the Sunshine Band with your new Polaroid instant camera while wearing bell bottoms and drinking low-calorie Tab. We'll return with more in the coming months...

First, it was T-shirts, then ball caps...now, wrist watches seem to be the trend these days with promotions personnel. A smart choice for the man on the go, this handsome PlayStation watch adorns the familiar multi-colored logo. Okay, let's cut the GO crap; the bottom line is, this watch rules!



Amazing Spider-Man
Company: Marvel Comics
70s Price: 25¢ ea.

Description: Marvel's monthly, flagship comic book series starring everybody's favorite web-slinger, Spider!

Description: The world's first 9-volt battery-operated hand-held electronic football game made its debut in 1978. A series of tiny, red LED's represent playing and the ball.

Comments: Can you say 25¢ = pure joy?! In the 70s, there was no cheaper way to gain happiness than by buying a comic book. In this case, Gerry Conway and Roy Anden's ASM run Lots of cool villains like Tarantula, Cyclope, the Jockey and the Punisher made their debut in this series!

Electronic Football
Company: Mattel
70s Price: \$2.59



Wacky Packages
Company: Topps
70s Price: 5¢ per pack

Description: Satirical stickers poking fun at everyday consumer products, includes a stick of bubble gum.

Comments: One trend during the 70s was to make fun of just about everything. Since most kids ended up pasting these decals onto dresser drawers and school lockers, these stickers are currently highly sought-after by collectors. Jim's favorite: Cracker Jack!

Description: Monthly kids magazine offered by Scholastic Book Club through schools. Covers pop culture and current trends.

Comments: For those seeking the quintessential glimpse into the crystal ball of the 70s, there's probably no better source than right here. A typical issue of *Dynasty* covered anything from Farrah Fawcett to the cast of *Welcome Back Kotter*. Groovy!

Dynasty
Company: Scholastic
70s Price: \$1.00



World's Greatest Super-Marvels
1" Action Figures
Company: Mega
70s Price: \$2.59 ea.

Description: Simply the greatest action figure line of all time.

Comments: Back in the 70s, the year "1999" seemed like a million years away [scary, huh?]. Eventually, rust-prone metal kits like the one seen here were replaced by plastic ones. Still, there was something cool about the look and feel of a metal lunch box. Plus, it made a cool "KRANG!" sound when it was snapped shut.

Space 1999 Lunch Box
Company: Thermos
70s Price: \$2.50



Colorforms
Company: Colorforms
70s Price: \$1.99

Description: Die-cut, soft vinyl play pieces "stick like magic!" to UV-coated

cardboard disc-ware. Licensed properties include Scooby Doo, Charlie Brown and Spider-Man.

Comments: There was a time during the 70s when Colorforms probably kept more kids busy than any other toy on the market. There was much fun to be had in creating scenes with assorted soft vinyl pieces. Simplicity rules!

Sigmond & the Sea Monsters
Company: Sid & Marty Krofft

show was major fun to watch. The "boy and his sea monster" concept was truly magical. Why aren't any of the networks producing shows like this anymore?

Description: Weekly live-action Saturday morning kid's program starring Johnny Whittaker. Later episodes also feature the flamboyant antics of (shudder) Rip Taylor.

Comments: Like many of Sid & Marty Krofft's "double-out" creations, this



Namco Entertainment Goods Store in Japan is the only place on Earth you can get these Mokujin Choco treats. The tasty chocolate is twig-shaped. Along with a brief description of the popular Tekken 3 character, the back of the box also contains the following recommendation: "Eat the twigs while playing the game and give yourself some power!" Sounds like a plan! Hey, just in case you're curious, Mokujin means "tree person" in Japanese.

While not as cool as the Real Action Parappa that Animate scored in the Land of the Rising Sun, this little dog is still hot. In at under a foot, this Parappa toy has articulation in his arms and head. He's one of many characters in the Parappa the Rapper line. These figures have cloth attire and look great. We'll show you some more next month! Pick this one up for about 30 bucks and change. Import only.



CONTENDER

Moly crud!—talk about your killer promotional campaigns! To hype the release of *Contender*, their arcade-style boxing game for the PlayStation, Sony hooked us up with some serious equipment. One morning, the mail delivery guy here at the office carried in huge boxes loaded with boxing gear, all made by Tuf-Wear, official sponsor of the U.S. Boxing Team. A huge workout station complete with a heavy bag and speed bag now hangs in the main "game room" here at T&T, thanks to Wendy, Gredy and the gang over at Sony! Now we don't have to throw controllers anymore when we're frustrated; we just calmly stroll over to the workout station to unload every ounce of our fury! Tyson, look out! Yeee-ah!

You're looking at something very special indeed. This is a limited edition FamiTsu Game Boy Light! As you may recall, WEEKLY FAMIITSU is widely regarded by many in the know as THE greatest video-game magazine in all Japan, if not the world. Well, the publisher actually got together with Nintendo of Japan last year to produce their own exclusive FamiTsu Game Boy Light. Awesome, huh? Import only.



SUCKS TO ME, DAD!—SEEK!—KIDNEY!!



This delightful beverage is called sake (pronounced "sock-e"). It is a very popular drink for adults in Japan. It has the power to make even a big, strapping man feel a bit on the "see-eevill" side, so we don't recommend you ever try it. Remember what happened to Austin "Darius" Powers when he went on that visit to see Allotie Fagina? That temptress was able to manipulate poor Austin by seeping him up with the stuff!

Fel-Yin is one of the latest virtuosos to make the transition from polygons to plastic. Slightly smaller than the rest of the cast, Fel-Yin is super detailed. Aghamed and Fel might be the last VO characters before the sequel toys trickle in. She'll run you about 30 dimes at an import shop or Big Entertainment.



An arcade gamer's paradise come true! M&S Systems, the developer of the Multi Arcade System Stick shown here, has been making exact arcade replica joysticks since the days of the good 'ol Super NES and Sega Genesis. This big daddy control system is what every hardcore fighting game fan should have with the most precise gameplay imaginable. Each joystick is custom made with top quality microswitches, and as close to the arcade as you can get. TIPS AND TRICKS has thoroughly tested the M&S Super Pro Stick, and believe us when we say it, these things are sturdy! Every special move and combo—and we mean EVERY one—can be pulled off to perfection, just like in the arcade. The Super Pro Stick runs \$79.95 for either PlayStation, Nintendo 64, or Saturn. You can add \$29.99 for each additional system that you would like your Super Pro Stick to be compatible with. To order, please call M&S Systems at (714) 531-4741, or if you have internet access, look them up on the web at www.mssystem.com, and tell em TIPS AND TRICKS sent ya!

For years, CH Products have been making top-shelf PC-compatible controllers and peripherals. The company has finally entered the console market with the debut of their dual-analog GameStick for the PlayStation. We know what they say about proof being in the pudding, so we put the stick through its paces. First, we threw in T&T's Bravo Air Race—a digital game, mind you—where we were quickly impressed at the general ease of control. We then proceeded to play through several more games, including the real test: Namco's superbly-crafted Ace Combat 2. We're happy to report that the GameStick pulled through with (ahem) flying colors. Although the manufacturer claims that the device emulates dual-analog pads, digital pads, analog joysticks, and even Namco's NeGcon, we found it performs best while playing flight sims. Check your local retailer or simply visit CH Products at their web site: www.chproducts.com. MSRP: \$59.95

The doo-hickie attached to this Game Boy Pocket is called the GB Stick. Manufactured by Muri Gang of Japan, the GB Stick snaps onto your Game Boy Pocket and features large D-pad buttons and a control stick which works the D-Pad underneath. At about eight bucks, the GB Stick will not work with any other Game Boy incarnation other than the Game Boy Pocket. Import only.

Crash fans should check this out! This 14-inch plush Crash doll looks more like the "dogglegonger" Crash from Crash Bandicoot. Wierped than the real one! Analeto picked up the fuzzy marsupial at the Universal store at Universal Citywalk in California. MSRP: \$19.99



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